Pokemon Mystery Dungeon

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Preface

A group of people in the midwest made a great game called Dungeons and Dragons. This group helped build and expand on the idea of Tabletop roleplaying games. A group of people loved playing this game that multiple different types of role playing games have been released into the world. There's Call of Cthulhu, Pathfinder, Starfinder, D&D, Star Wars, etc. This genre has exploded over the decades. There have even been multi-year long Podcasts of these games to bring joy to people's lives. One game that is very dear to the writer here has been Pokemon.

Pokemon started in 1996 by Satoshi Tajiri. He played with bugs as a kid and wanted to bring that joy to young kids who could not experience the wilderness that he once did. Over the years Pokemon has exploded as a franchise with multiple titles being released in the series from Red and Blue (or Green) to the most recent title while this is being written Pokemon Scarlet and Violet. This genre has captivated the lives of millions of people. There have been multiple side games of the series from Pokemon Ranger, Coliseum, and the game that brought the writer to wanting to create this new tabletop system, Pokemon Mystery Dungeon.

Most Pokemon games have the player being a young trainer, exploring the world for the first time with their companion, their starter Pokemon. The Player (Trainer) runs around the world collecting badges, catching Pokemon, and striving to be the "Best that no one was." But the game that is being talked about today is the Mystery Dungeon Series.

Instead of being a trainer, the player is instead one of the Pokemon that would have been caught in the mainline games. The Player travels around the world as a Rescue Team, helping the inhabitants of the area, taking on quests, usually rescuing Pokemon from various situations. These games were a fun twist on the Pokemon series showcasing the Pokemon world not through a human's eyes but a Pokemon. Which was absolutely fascinating and captivating the writer. Mystery Dungeon Red Rescue Team was the writer's first introduction into the series while his twin brother played Mystery Dungeon Blue Rescue Team.

This is the writer's attempt at making a Pokemon tabletop roleplaying game, not as a trainer but as a Pokemon, inline with the Mystery Dungeon series. After playing many years of Pathfinder and D&D 5e, the writer has taken both the knowledge from these games due to their versatility, as well as the combat system of Pokemon to create new games.

The writer thanks you for reading this far and welcomes anyone to use this system at their leisure. With that out of the way…

Welcome to the World of Pokemon!

Anonymous - April 2024

Introduction

Pokemon Mystery Dungeon is a game about storytelling in a world full of creatures using the power of the elements. The main focus of this game is to inspire the players of the nostalgia of their first Pokemon game, and being able to create the Pokemon of their dreams. It's to bring to life the player's favorite Pokemon, or the Pokemon of their dreams.

Like most Pokemon games there is a structure to it, using the many of the rules from the base games. This includes Pokemon type advantages, disadvantages, held items, moves, as well as the Abilities. But to utilize all of these systems properly so that players can showcase what they are capable of, the power of Dice will come into question. Anything is possible with the power of a Die.

In this game each player creates a Pokemon to be their playable character throughout the adventure. The players will talk with other Pokemon, solve difficult puzzles, battle strong Pokemon in the series, and discover key items to help power up their Pokemon in fantastical ways.

One player will take on the role of the Pokemon Master (PM), who will be the game's lead storyteller. The PM creates the adventure for the other player, being the NPC's, creating the hazards, as well as building the world for the adventures to explore and navigate. The situations given by the PM, will be the obstacles that the players will have to overcome. Will the players try to be sneaky, go in guns blazing, or be diplomatic with the encounter. Every player is different so the flexibility of every encounter will be fresh, and help show the versatility of the world. The world is told by the PM, but the story is told by the players.

This game has no real end; when one story or quest is wrapped up, another one presents itself. Creating an ongoing story is called a campaign. These campaigns can last as long as the players want, it could be for a few months or for many years to come. It all depends on the group and how invested they are into the outcome of their current story. Each adventure and quest inside the campaign adds to the story for the players.

No one wins, no one loses, similar to the Pokemon games, the players can always try again. The current party of players could end at any time, which gives way to a new party of characters to take up the mantle of the previous crew. Everyone is here to have a good time and enjoy the story that has been weaved by the players. This is their story to tell, and all the players including the PM's story to make.

Worlds of Adventure

There are many worlds of the Pokemon Universe, giving way for many different types of campaigns to take

place. In the Games of Pokemon Ruby and Sapphire, there is a multiverse, so such games as Alpha Sapphire and Omega Ruby can exist. This gives an abundance of biomes and worlds for the players to play through for each adventure. Or keeping it small so the players only stay on a singular continent such as Unova or Galar. Or the Players can explore other worlds to experience the entirety of the Pokemon world.

Each world is unique due to the Pokemon that can be encountered, or even the history can be entirely different due to events being warped. The possibilities are endless at what can be created. There are even worlds where humans coexist with Pokemon, or humans are entirely gone from the evolution tree of the games. Anything can happen. Anything will happen.

The PM can make the adventure start in any of these settings and worlds to help build the drama and expand upon the adventure for the players.

Using This Book

This Handbook is divided into 5 Parts

Chapter 1 - is about creating a playable Pokemon, providing the rules and guidance that is necessary for creating a character.

Chapter 2 - It will include various information on Pokemon Types, backgrounds, equipment, and other customization options available to the player. Many of the rules put forth here will be the backbone for the rest of the game.

Chapter 3 - will detail the Abilities of the various Pokemon Types in the game. These Abilities will help shape what Moves the player will want going into the game, and a general outline of what they want their character to do.

Chapter 4 - will be describing the various Moves available to the player due to the typing that was chosen by the player in Part 1. This will be integral to what your character can do both in and out of combat with their limited supply of moves available to them.

Chapter 5 - will be an overview of all the items that the player has access to, with brief descriptions of what they do and how much they cost to the player.

Chapter 6 - will be about adventuring, and what occurs in the day to day life between quests, or during quests, the more mundane events of the day.

Chapter 7 - will be a more indepth description of how combat goes, and what can happen within the rounds of combat, and what actions the Player has to themselves.

Chapter 8 - will go over the various landmasses that are available to the player as well as the Legendary creatures, known as Mythical Pokemon. This will expand on the various regions beliefs and customs.

How to Play

The play of Mystery Dungeon like most tabletop games unfolds according to this basic pattern.

1. The PM describes the environment. The PM will describe to the players where the players are and what's around them. Presenting a baseline for what and who the players can interact with (who's in the town, how many paths, what's in the room, and so on).

2. The players describe what they want to do. Sometimes one player will speak for the whole party, saying "We'll go through the door on the right," for example. Other times each player wishes to do their own action inside of the environment. One might examine writing on a wall, another will search the ground for signs of tracks, another could talk casually out loud while keeping an eye out for non party members. The players don't necessarily need to take turns for their actions, but the PM listens to every player and what they wish to do in the current scenario.

Sometimes a task will be resolved easily. Such as when a player wants to turn a corner and see what's deeper in a cave and the PM describes what the player sees. But there might be others not known to the party around the corner, or there's a locked door that the players can't get through, or even some other circumstance. The PM can decide what action happens first for the sake of clarity for the party so that they can continue on their adventure.

3. The PM narrates the results of the player's actions. Describing the results often leads to another decision point, which brings the flow of the game back to step 1. The game revolves around this constant loop of information given, information found, and information not known.

This pattern leads to the players being cautious, or nonchalantly strolling around, to talking with various characters, mortal combat, and so on. In certain situations the turns are more less structured in a turn by turn order resolving actions of the players. This happens from time to time but usually the play is fluid and flexible to the characters.

Often the actions of the players take place in the imagination of the players and the PM, relying on the verbal description of the PM. Every PM is different, one might have more imagery for the players to envelope themselves in the environment, such as a map, art, music etc. Some may keep it more imaginary with the scene being kept entirely in the players and the PM's mind. Everyone is different, find the flow that best suits the group. Find what works for your party and carry on, and don't feel the need to stay on one type of imagery if one wishes to branch out and try new things. The world is the group's oyster, displaying it how the group sees fit.

Game Dice

The game uses polyhedral dice with different numbers of sides. One can find dice like these in various game stores or even in online shops.

In these rules, the different dice are referred to by the letter d followed by the number of sides: d2, d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six sided die (the typical cube that many games use).

Percentile Dice, or d100 work a little differently. A number is generated from 1 to 100 by rolling 2 d10, a ten sided die. One die gives the 10's digit and the other gives the 1's digit, stated before the roll by that player. If one rolls a 7 and a 1, for example the number rolled is 71. Two 00s represent 100. Some ten-sided dice are numbered in tens (00,10,20 etc.) making it easier to distinguish the ten's digit.

When one needs to roll dice, the rules tell the player how many dice are rolled for a certain type. As well as what modifiers are added. For example "3d8+5" means one rolls three eight-sided dice and then adds 5 to the sum rolled.

The D20

Does a player's scratch hit the target Pokemon, or does the target evade the claws. Will a Pokemon believe a lie told by the player or see through it? Can a character creep upon an enemy sneaking its way through a camp? Does a target evade a massive surge of water barely, or take the full brunt of the force? If an action is uncertain the d20 comes into play.

Every Pokemon in the game has its capabilities defined by six ability scores. The abilities are Heath, Physical Attack, Physical Defense, Special Attack, Special Defense and Speed, and they typically range from 3 to 18 for most Pokemon. Enemy Pokemon might have scores as low as 1 or even as high as 30. These ability modifiers derived from them, are the basis for almost every d20 roll that a player makes on a character's behalf.

Ability checks, move rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1. Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores. And it sometimes includes a proficiency bonus to reflect a character's particular skill.

2. Apply circumstantial bonuses and penalties. A Pokemon's feature, move, a particular circumstance, or some other effect might give a bonus or penalty to the check.

3. Compare the total to a target number. If the total equals or exceeds the target number, the ability check, move roll, or saving throw is a success. Otherwise, it's a failure. The PM is usually the one who determines target numbers and tells players whether their ability checks, move rolls, or saving throws succeed or fail.

The target number for an ability check or saving throw is called a Difficulty Class (DC). The target number for a move roll is called Physical Evasiveness (PHV) and Special Evasiveness (SPV).

This simple rule governs the resolution of most tasks in Mystery Dungeon play.

Advantage and Disadvantage

Sometimes an ability check, move roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstance surrounding the d20 roll, while disadvantage reflects the opposite. When a player has either advantage or disadvantage, the player rolls a second d20. Use the higher of the 2 rolls if the player has advantage, take the lower of the two if the player has disadvantage. For example if one rolls a 17 and a 5, the player takes the 17 on advantage and takes the 5 on disadvantage.

Specific Beats General

This book contains rules, especially in parts 2 and 3, that govern how the game plays. That said, many type traits, type features, moves, held items, abilities and other game elements break the general rules in some way, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins

Round Down

There's one more general rule one needs to know at the outset. Whenever one divides a number in the game, round down if one would end up with a fraction, even if the fraction is one-half or greater.

Adventures

The Mystery Dungeon game consists of a group of characters embarking on an adventure that the Pokemon Master presents to them. Each character brings particular capabilities to the adventure in the form of ability scores and skills, type features, type traits, and held items. Every character is different, with various strengths and weaknesses, so the best part of adventures is one in which the characters compliment each other and cover the weaknesses of their companions. The adventures must cooperate to successfully complete the adventure.

The adventure is the heart of the game, a story with a beginning, a middle and an end. An adventure might be created by the Pokemon Master or the Book that was made by other people. In either case, an adventure features a fantastic setting, whether it's an underground dungeon, a crumbling city, a stretch of wilderness, or a bustling city. It features a rich cast of characters: the adventurers created and played by the other players at the table, as well as nonplayer characters (NPCs). Those characters might be patrons, allies, enemies, hirelings, or just background extras in an adventure. Often, one of the Npc’s is a villain whose agenda drives much of an adventurer's actions.

Over the course of their adventures, the characters are confronted by a variety of creatures, objects, and situations that they must deal with in some way. Sometimes the adventurers and other creatures do their

best to kill or capture each other in combat. At other times, the adventurers talk to another creature with a goal in mind. And often, the adventurers spend time trying to solve a puzzle, bypass an obstacle, find something hidden, or unravel the current situation. Meanwhile, the adventurers explore the world, making decisions about which way to travel and what they'll try to do next.

Adventures vary in length and complexity. A short adventure might present only a few challenges, and it might take no more than a single game session to complete. A long adventure can involve hundreds of combats, interactions and other challenges and take dozens of sessions to play through, stretching over weeks or months of real time. Usually, the end of an adventure is marked by the adventurers heading back to civilization to rest and enjoy the spoils of their labors. But that's not the end of the story. One can think of an adventure as a single episode of a TV series, made up of multiple exciting scenes. A campaign is the whole series - a string of adventures joined together, with a consistent group of adventurers following the narrative from start to finish.

The Three Pillars of Adventure

Adventurers can try to do anything the players can imagine, but it can be helpful to talk about their activities in three broad categories: exploration, social interaction, and combat.

Exploration includes both the adventurers' movement through the world and their interaction with objects and situations that require attention. Exploration is the give and take of the players describing what they want their characters to do, and the Pokemon Master telling the players what happens as a result. On a large scale, that might involve the characters spending a day crossing a rolling plain or an hour making their way through caverns underground. On the smallest scale, it could mean one character pulling a lever in a dungeon room to see what happens.

Social interaction features the adventurers talking to someone else. It might mean demanding that a captured scout reveal the secret entrance to the guild's lair, getting information from a rescued prisoner, pleading for mercy from a king, or persuading the whereabouts of an object.

Combat involves characters and other creatures slashing, shooting projectiles, maneuvering for position, and so on. This is all in an effort to faint a Pokemon, capture an enemy, or force a rout. Combat is the most structured element of Mystery Dungeon sessions, with Pokemon taking turns to make sure that everyone gets a chance to act. Even in the context of a pitched battle, there's still plenty of opportunity for adventurers to attempt wacky stunts, like flooding a cavern, burning down a door, or electrifying the ground.

Chapter 1: Step-By-Step Characters

Pokemon Mystery Dungeon is a game to imagine and create a Pokemon of one's own. One's character is a combination of game statistics, roleplaying hooks, and one's imagination. One chooses a Pokemon Type (such as Fire or Water) and a second Pokemon Type if one desires (such as Electric or Grass). One also invents a personality, appearance, and backstory of one's character. Once completed, one's character serves as one's representative in the game, one's avatar in the Pokemon Mystery Dungeon World.

Before one dives into step 1 below, think about the kind of pokemon one wants to play. One might want to be a brawling Fighting and Rock Type, a devious Dark and Poison Type, a fun-loving Grass and Water Type, or a serious Psychic and Fire Type. Or one might be more interested in an unconventional character, such as a timid Dragon and Steel Type, or a rambling Ground and Flying Type. Whatever the case may be there are hundreds of combinations to choose from. And if none of these ideas interest one, one can read below over the 18 different Pokemon Types to get an idea of what one would like to play.

Throughout this chapter, the term Character Sheet will be used to mean whatever is used to help track one's character. The Writer strongly recommends using the sheet that is provided within this Guide Book, as it will be essential to helping build the character in a proper manner, but any other means is welcome.

Lastly there are multiple ways to build a character, but the main idea for building one is to use the competitive battling rules in the sense of building a Pokemon. The multiple ways Pokemon fight in these competitions is broken down to main classes, where some types are better suited for different playstyles, but one can definitely bend the rules to help fit their playstyle. But the multiple classes for a Pokemon are, Attacking Lead, Baton Passer, Cleric, Dedicated Lead, Dual Screener, Glass Cannon, Mixed Sweeper, Shuffler, Pivot, Physical Sweeper, Spinner, Revenge Killer, Special Sweeper, Spinblocker, Stallbreaker, Status Absorber, Sucide Lead, Supporter, Tank, Trapper, Utility, Wall, Wallbreaker.

Now almost all of these various types of Pokemon will be obsolete in Pokemon Mystery Dungeon, but a few key classes are kept in mind when creating this Handbook. For Example there are Physical Sweepers, Special Sweepers, Mixed Sweepers, Physical Walls, Special Walls, Mixed Walls, Offensive Support, Defensive Support, and Mixed Support. These different classes aren't actual classes, but ideas to keep in mind when creating a balanced party. Now with that out of the way let's make a Pokemon!

Building Pikachu

Each step of Pokemon creation includes an example of that step, with a Player named Ash building his Fire Electric Type character named Oak the Pikachu variant.

1. Choose a Type

Every character belongs to up to two different types of Pokemon. The 18 types of Pokemon are Fire, Water, Electric, Grass, Bug, Poison, Rock, Ground, Ghost Psychic, Fighting, Flying, Ice, Dragon, Dark, Steel, Fairy, and Normal. Chapter 2 will delve deeper into each of the Pokemon Types for the player to get a better understanding of the different types to help build their character.

The Type one chooses contributes to their character's identity in an important way, by establishing a general appearance and natural talents gained from culture and ancestry. One's character type grants particular type traits, type feats, and moves that are available to the player. Picking a type will help the character be proficient in a different combination of Pokemon types. Certain types will have a vast array of weaknesses, as well as strengths, off the bat, that can help accumulate into many strengths based on the feats taken along the way. For example, after taking a level in Fire helps improve the chance of Burn, a powerful status condition in the game.

Now normally classes would be listed next, but due to many of the powers of Pokemon being tied into their types, many items associated with both Race and Class from other games are funneled into the Pokemon Types.

The Pokemon receives a number of benefits from their choice of types. Now Players can choose to be a single type known as a mono-type if they wish to.

Weaknesses and Resistances

When choosing a Pokemon Type, a Pokemon will get some resistances and weaknesses from other types. For Example a Fire type will gain Rock, Ground and Water, while gaining Bug, Steel, Fire, Grass, Ice and Fairy as resistances. A Weakness means a Pokemon takes 50% more damage from the damage of that type, while resistances cause the player to take 50% less damage from the source. In Pokemon normally if a Pokemon was 2 Types, sometimes these resistances and weaknesses can stack on each other, but the simplicity of this game, there are not "Quad Weak" or "Quad Resistances." The Pokemon will simply have a resistance or a weakness. Also in Pokemon there are immunities as well. Normally a Type like Ground is immune to Electric Damage. This has been taken into effect, but instead of gaining this immunity at 1st-level, a Pokemon can gain this immunity that is known by a Type after taking a certain amount of levels in that respective type.

Building Pikamander, Step 1

Ash is sitting down to create his character. He knows that Charmander and Pikachu are his favorite Pokemon and wants to make a hybrid of the two, due to his nostalgia of the 1st generation Kanto games. He notes all the racial traits available to him and doubles down on being an Electric and Fire Type.

Since Ash has taken these two types, he will also jot down on his character sheet which types he is resistant against, weak to, as well as types that affect him normally without any modifiers.

Due to being a Fire Type, Oak is weak to Ground, Rock, and Water Moves. He has a resistance to Bug, Steel, Fire, Grass, Ice and Fairy. He takes regular damage from, Normal, Fighting, Flying, Electric, Dragon, Ghost, Dark, Psychic, and Poison.

Due to being an Electric Type, Oak is weak to Ground Moves. He also has a resistance to Flying, Electric and Steel Moves. He takes regular damage from Normal, Fighting, Poison, Rock, Bug, Ghost, Fire, Water, Grass, Psychic, Ice, Dragon, Dark, and Fairy.

After doing some checks and balances, Ash notices that Oak is “Quad-Resist” to Steel and “Quad Weak” to Ground. Ash disregards this and places Steel in a resistance, and Ground in a weakness. After that Ash completes his list having Oak be weak to Ground, Rock and Water; resistant to Bug, Steel, Fire, Grass, Ice, Fairy, Flying, Electric, and Steel; and taking regular damage from, Normal, Fighting, Poison, Ghost, Psychic, Dragon, Dark.

2. Choose a Nature_____

Now since there are no classes, the player has more freedom from the types that they choose to help build their ideal character. But before the player builds a character lets go over the 6 different ability scores that are in the game

Ability Score

Health (HTH) mainly embodies how many hits the Pokemon can take. This mainly affects how much HP a Pokemon can have and helps them tank effectively

Physical Attack (PHA) normally known as Attack in Pokemon is how hard a Pokemon hits when attacking from up close, embodying physical power.

Physical Defense (PHD) normally known as Defense in Pokemon is how easily it is for a Pokemon to shrug off physical attacks. This is for physical stamina.

Special Attack (SPA) is how strong a Pokemon can hit with mainly ranged attacks using the power of the elements at their disposal.

Special Defense (SPD) is how resilient a character is from taking damage and shrugging off special attack hits.

Speed (SPE) is how fast and agile a character is, and how quickly they can move around the battlefield and detect danger

These six abilities are taken straight from the Pokemon games, which is why the normal tabletop abilities are not listed here.

Level

Typically a character starts at 1st level and advances in level by adventuring and gaining experience points (EXP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a thief, a regular civilian, or even an inexperienced soldier in a kingdom's army.

Starting off at 1st level marks one's character's entry into the adventuring life. If one is already familiar with the game, or if one is joining an already existing MD (Mystery Dungeon) campaign, one's PM might decide to have one begin at a higher level on the assumption that one's character has already survived a few adventures. Record one's level on one's character sheet. If they start at a higher level, record the additional elements one type gives one for one's levels past 1st. Also record one's experience points. A 1st Level character has 0 EXP. a higher-level character typically begins with the minimum amount of EXP required to reach that level.

Hit Points and Hit Dice

One's character's hit points define how tough one's character is in combat and other dangerous situations. One's hit points are determined by one's Hit Dice (short for Hit Points Dice). Each Type takes into account a Pokemon's type of HD, being either a 1d8, or a 1d10. These Hit Dice are based off the Pokemon move's being Physical, Special or Status. Prior to Generation 4 Pokemon moves were Special or Physical based on the Type of Move used, now in later generation these Moves are more unique and can be either Physical or Special. For Example all Fire Moves in Generation 3 were Special Moves, while a Move like Blaze Kick was changed to Physical from Special in Generation 4 onwards.

But based on this Idea, all Pokemon Types that were originally classified as Special have a Hit Die of 1d8, while all Physical types have a Hit Die of 1d10.

Pokemon Types that have a 1d8 Hit Die are as follows: Fire, Electric, Water, Grass, Psychic, Ice, Dragon, DArk and Fairy. Pokemon Types that have a 1d10 Hit Die are as follows: Normal, Fighting, Flying, Poison, GRound, Rock, Bug, Ghost, Steel.

Now unlike other tabletops the player will actually take 2 Hit Die at 1st Level. Players can play a session 0 with their PM to get acquainted with the game and take one level in one type to get a hang of the mechanics of this system. But after this session they will level up to level one and can take a level in the other type. If a player chose to be a mono type, then they take 2 Hit Dice of that respective type.

Nature

Now there are Pokemon Natures included in this game as well, which will help buff and debuff specific stats to the Players Pokemon. These buffs and debuffs are a permanent +2 and -2 to an ability score. Most of the natures follow the base games rules, but many such as offsetting natures, have been changed to buff and debuff different ability scores Below are some

Health (HTH)
- Hardy +2HTH -2PHA
- Docile +2HTH -2PHD
- Serious +2HTH -2SPE
- Bashful +2HTH -2SPA
- Quirky +2HTH -2SPD

Physical Attack (PHA)
- Lonely +2PHA -2PHD
- Brave +2PHA -2SPE
- Adamant +2PHA -2SPA
- Naughty +2PHA -2SPD

Physical Defense (PHD)
- Bold +2PHD -2PHA
- Relaxed +2PHD -2SPE
- Impish +2PHD -2SPA
- Lax +2PHD -2SPD

Speed (SPE)
- Timid +2SPE -2PHA
- Hasty +2SPE -2PHD
- Jolly +2SPE -2SPA
- Naive +2SPE -2SPD

Special Attack (SPA)
- Modest +2SPA -2PHA
- Mild +2SPA -2PHD
- Quiet +2SPA -2SPE
- Rash +2SPA -2SPD

Special Defense (SPD)
- Calm +2SPD -2PHA
- Gentle +2SPD -2PHD
- Sassy +2SPD -2SPE
- Careful +2SPD -2SPA

NONE
- Neutral +0 -0

With the list provided above, a Pokemon can help choose what nature benefits the playstyle of their Pokemon. Now these natures are not finite, there are some one time consumable items that can be used to change the nature of a Pokemon.

Proficiency Bonus

The table that appears below is in regards to Proficiency Bonus. It starts at +2 at 1st Level. The proficiency bonus applies to many of the numbers that the player will be recording in their character sheet:

- Move rolls using Moves
- Ability Checks using skills the user is proficient in
- Ability Checks using skills the user isn't proficient in
- Saving Throws for Moves used against the user
- Saving Throws DC for Moves used by the user

Depending on the traits chosen by the player for the respective types that they choose, there will be multiple skills that gain this proficiency bonus

One's proficiency bonus cannot be added to a single die roll or other number more than once. Occasionally, one's proficiency bonus might be modified before one applies it due to different

feats and traits the player can take. If this does happen, the proficiency bonus is applied once, and one additional time due to a players bonus.

Proficiency Bonus Table

Level 0	1
Level 1	2
Level 2	2
Level 3	2
Level 4	2
Level 5	3
Level 6	3
Level 7	3
Level 8	3
Level 9	4
Level 10	4
Level 11	4
Level 12	4
Level 13	5
Level 14	5
Level 15	5
Level 16	5
Level 17	6
Level 18	6
Level 19	6
Level 20	6

Building Pikamander, Step 2

Ash imagines Pikachu to be a Fire and Electric Type. Since Both Fire and Electric are 1d8 Hit Die, he will write down that his Hit Die are 2d8 on his character sheet. Ashe will also put down that 8+8 is 16 and will add 2 times his HTH Modifier once he chooses or rolls his ability scores.

Ash also imagines his Pikachu to be a Speedy Special Attacker based on seeing Pikachu using Thunderbolt. So he will take a Nature that decreases his Physical Attack. Ash chooses the nature of Timid.

Ash also notices that his Pikachu is level 1 and puts a +2 in for his Proficiency modifier.

3. Determine Ability Scores

Now the abilities scores were stated earlier, but again the 6 different abilities that fuel the mechanics of this game are Health, Physical Attack, Physical Defense, Special Attack, Special Defense and Speed.

One can generate these scores in a multitude of ways, the PM can have a player roll four 6-sided dice and take the three highest of those rolls. After completing this sixe times the player would have sixe different numbers to place into the 6 different abilities.

Another way is to use a system called a Standard Array. This has a total of six numbers that characters use to place into their respective ability scores. These numbers are 15,14,13,12,10,and 8. A Player can use these numbers to place into the respective ability scores if they PM chooses to not do the rolling method

Another is known as the point buy method. Some PM's would have the players create characters using a point buy method, of 15, 20 and 25. This point buy method. The player will assign numbers to their respective abilities until the total of the amount put equates to the number given by the PM. For Example a player that puts an 8 in one

stat and 10 in another stat has put in a total of 2 points of their respective pool.

Ability Score Point Cost

Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Ability Score and Modifiers

Score	Mod	Score	Mod
1	-5	16-17	+3
2-1	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

Building Pikamander, Step 3

Ash decides to use the standard array to build his character using the 15,14,13,12,10, and 8 for his respective scores. Since Ash wanted to be a Speedy Special Attacker with his Pikachu. Ash will put the 15 in his Special Attack stat and a 14 into his Speed Stat. Now that he will be out of range most of the time, he will put a 13 into his Special Defense and 12 into his Physical Defense. Now knowing that he doesn't want to make his HP too low he'll put a 10 in his Health stat. And knowing that he will stay out of melee will make his Physical Attack stat 8. If Ash then adds in his nature that he chose from earlier being Timid. So overall Ash's Pikachu would have the overall Ability Scores of: Health 10(0), Physical Attack 6(-2), Physical Defense 12(+1) Special Attack 15(+2) Special Defense 13(+1) and Speed 16(+3).

Also for Pikachus Hit Points, since the Health modifier is 0, the base HP for the Level 1 Pikachu is 16 Hit Points.

4. Describe One's Character

Once one knows the basic game aspects of one's character it's time to get down to the design of one's character. Spend some time thinking about what he or she looks like and how he or she behaves in general terms.

There is no guideline here in designing one's character. People can take all types of inspiration into designing their Pokemon, preferably being a small Pokmeon. Most Pokmeon games have the Pokemon use stages, due to Pokemon having Evolutions, keep this in mind when designing your character. Pokemon can either be a three stage evolution, a two stage evolution or a single stage evolution. Every Pokemon is different, and it is important for the player to make their character their own.

Not only on the physical side but the player should give a personality for their character. A player can take the nature that they chose to help define the overall characteristics of their Pokemon.

From the 6 key ability scores some examples that could showcase what ability your character is strong in could be as follows.

A high Health character could look larger or appear bulkier overall to show

that the Pokemon is capable of taking hits.

A high Physical Attack character could show that the Pokemon has sharp claws, or muscles to show off their physical abilities.

A high Physical Defense could be a character having a shell or a more armor-like appearance. Showing that they can shrug off physical attacks.

A high Special Attack could be a more physically weak character with stringy arms so showcase they use more of the elements.

A high Special Defense could be a more sleek and slimy body showing they are able to shrug off more elemental ranged attacks.

A high Speed could show a character that is more lanky, with long powerful legs to show off their speedy nature.

Size

Pokemon range in many shapes and sizes. Even though this size does not equate to much in the Pokemon games, in some tabletop games size can change a few stats by a number or two in the equation. In Pokemon due to the evolution system, most Pokemon start off small, and increase in size as they evolve. Due to this evolution system, a Pokemon can change their size category by one stage. In this game there are 5 size categories, **Tiny, Small, Medium, Large, Huge,and Gargantuan**. Most Pokemon will start in the Small size category due to the three stage evolutions. If a Player wants to play as a two stage or single stage Pokemon, the PM can talk with said player and discuss the size category, not going larger than Large (up to PM discretion).

The Tiny size category is used for any Pokemon smaller than 1'. Tiny Pokemon take a -2 to Accuracy and a +2 to Evasiveness. The Small size category is used for any Pokemon between 1' and 3'. Small Pokemon take a -1 to Accuracy and a +1 to Evasiveness. The Medium size category is used for any Pokemon between 3' and 7'. Medium Pokemon take a +0 to Accuracy and a +0 to Evasiveness. The Large size category is used for any Pokemon between 7' and 15'. Large Pokemon take a -1 to Accuracy and a +1 to Evasiveness. The Huge size category is used for any Pokemon between 15' and 31'. Huge Pokemon take a +2 to Accuracy and a -2 to Evasiveness. The Gargantuan size category is used for any Pokemon larger than 31'ft, to a maximum of 63'. Gargantuan Pokemon take a +3 to Accuracy and a -3 to Evasiveness.

Building Pikamander, Step 4

Ash, knowing that he wants to make his Pokemon a Pikachu Charmander hybrid, decides to get down to business designing his Pokemon. Ash knows how to sprite and wanted to take his own attempt at making his Pokemon in flash to have a physical image to refer to. Also due to Oak being a younger Pokemon with not a lot of battling experience and wanting to be a three

stage Pokemon he will start at the Small Size Category.

Also knowing that his Pikachu has the Timid nature, he will hone on his personality trait and make it a milestone for when his Pikachu finally takes a courageous action.

Also that his Pokemon Oak comes from a family of Pikamanders that are from a community of bakers, and after seeing his brother go off on an adventure he wants to follow suit. So he is making his way to the Wigglytuff Guild to join a Rescue Team to overcome his timid nature and to become a great adventurer like his older brother.

5. Choosing Moves

Based on the Pokemon Types that the character has chosen there is a small selection of moves that the Player can choose from the start.

Starting Moves

At 1st-level a character has at their disposal a total of 5 Moves. The 1st Move learned by the player is a Normal Move that is either Physical or Special. There are a few Moves to choose from in this category such as: Cut, Constrict, Tackle, Scratch, Pound, Sonic Boom, etc. A Player can choose one move from this pool. Next the Player will look at the list of 1st level moves and take both 1st Level moves of their respective Types. Most types have two moves at 1st-level of each type, one being physical, and the other being Special. Next the Player will choose a Status Move. Many Status Moves either cause a debuff, a negative condition on a target, or a buff, a positive condition on the user. In Most Pokemon games these are used to power up one's own Pokemon, or slow down or damage a foe's Pokemon without dealing damage. This could be an increase of one of the user's stats, or a decrease to the enemies stats. Also the Player is able to learn Moves from two other Types besides the main Types they start with. Those are designated after choosing the Players Types.

All Pokemon use a system called Power Points PP. This is how many times a Pokemon can use an ability before they need to rest. Many Moves Powers are gated by their PP, with lower level moves having more PP, and higher level moves having less PP. When a Pokemon runs out of Moves in the games it will use a Move called Struggle. Struggle is a Move that deals typeless damage so it bypasses resistances. This Move also damages the user.

Pokemon Moves are split into 3 categories, Physical, Special, and Status. Physical Moves deal damage based on the Physical Attack of the User, the

Physical Defense of the target. The same is also done for Special Moves. Status Moves on the other hand could be a defense move protecting the user from damage, healing an ally, curing the user of a Status Condition. There are multiple ways that Status Moves can impact combat. It is important to not just go for Damage, even though that sounds like fun, but to also mix the Moves up by having some Buffs and Debuffs that the user can rely on when dealing with a target. When a Pokemon uses one of these Moves it is based on an Accuracy check in the games. In this table top game the rolls to hit a target are based on the user rolls against a target's Evasiveness.

If a Pokemon has a higher Special Attack it is more likely to use a Special Move, while the same could be said for Pokemon with a higher Physical Attack. Some Pokemon will have both a high Physical Attack and Special Attack and will hit targets with different styles of Moves based off the target.

Accuracy and Evasiveness

A Pokemon that tries to launch an attack will make an Accuracy Check against the target. This check will be against the target's Evasiveness. Accuracy is broken down into 2 different categories, **Physical Accuracy (PHC)**, and **Special Accuracy (SPC)**. Physical Accuracy is how well a Physical Attack Hits, Special Accuracy is how well a Special Attack Hits. To calculate these numbers for the Player when Making an attack, the player will add together both their Proficiency Bonus as well as their Physical Attack or Special Attack Modifier to achieve their Physical Accuracy and Special Accuracy.

When the user is going to take damage from an attack the target must make an Accuracy check against the user's Evasiveness. Just like Accuracy, Evasiveness is broken down into 2 categories, **Physical Evasiveness (PHV)**, and **Special Evasiveness (SPV**). To calculate a player's Physical Evasiveness the player takes 10 plus their Speed Mod, plus their Physical Defense Mod, and plus their Proficiency Bonus. The same equation is given for Special Evasiveness, with Special Defense instead.

Saving Throws and DC's

Now some Moves may have another condition attached to them if the move hits, or for Status Moves only rely on this secondary effect. These effects are called Secondary Effects and have Saving Throws associated with them. Saving Throws are how well a character can shrug off these secondary effects, while Saving Throw DC's are how accurate a character is at landing these secondary effects. There are three different types of these saves, Physical Saves, Special Saves. Physical Saves are how well a character is able to shrug off the effects of Physical Moves secondary effects. Special Saves are how well a character is able to shrug off Special Moves secondary effects. Speed Saves are for both shrugging off Status Move effects, as well as being able to take less

damage from Area of Effect (AOE) Moves that do not use Accuracy to land a hit. These Moves deal damage to multiple targets but a character can take less damage from these Moves if they successfully roll well against the DC of that Move.

An example of a Move that has a secondary effect is Ember. Ember deals 1d8+SPA Mod Fire Damage and has a Burn Save attached to it. If a Pokemon fails a Special Save to the attack, if the move lands, then the target is also Burned. To calculate the Physical Saving Throw the player takes their Physical Defense Mod, their Health Mod and adds their Proficiency Bonus to it. This number is added to a d20 roll when attempting to save from the effect. To calculate the Special Saving Throw the player takes their Special Defense Mod, Health Mod and adds their proficiency Bonus to it. The same calculation is done for the Speed Saving Throw as well. Now to calculate a Physical Saving Throw DC the player takes 10, adds their Physical Attack Mod, and half their level rounded down. The same equation is used for Special Saving Throw DC, as well as Speed Saving Throw DC, but using the Special Attack Mod, and Speed Mod.

Same Type Attack Bonus

Lastly for Moves, there is something in Pokemon called **Same Type Attack Bonus (STAB)**. This increases the Power of Moves that share the same Type as the user. This means that a Pokemon that is a Fire Type Pokemon, uses a Fire Type Move, and that Move confirms a hit, it will deal additional damage. This damage is not negligible and can tack on a lot of damage. STAB Damage is a 1d2 at first Level and increases by one die every other level past 1st level.

STAB

Level 0	1d2
Level 1	2d2
Level 3	3d2
Level 5	4d2
Level 7	5d2
Level 9	6d2
Level 11	7d2
Level 13	8d2
Level 15	9d2
Level 17	10d2
Level 19	11d2

Building Pikamander, Step 5

Now that Ash has the base ability scores for Oak and has a better idea of the path that he wants to go down with for his character being a Speedy Special Attacker. For the starting Normal Type Move Oak will take Sonic Boom, being a Special Move. For his Fire Type Move he will take Ember, being a Special Move. For his Electric Type Move he'll take Thunder Shock, being a Special Move. And lastly for his Status Move he will take Flash, since the move requires a Speed Save or the foe takes an Accuracy Drop. Now that Ash has chosen his Moves it is time for him to

Ash has also chosen to spec into both Dragon Moves due to his Fire Type

and staying in line with Charmander being more draconic in nature. He has also chosen to Spec into Steel Due to his Electric Nature because of Pikachu's Iconic Iron Tail. Ash will also notice the Stab Bonus on his sheet for both Fire and Electric being 1d2.

Ash also has taken into account the Accuracy and Evasiveness stats for his Pikachu. By adding his Proficiency Bonus of 2 and his Physical Attack Mod of -2 giving him a 0 to his Physical Accuracy. By adding his Proficiency Bonus of 2 and his Special Attack Mod of 2, he has a Special Accuracy of 4. For Physical Evasiveness Ash will take 10 as a base, add 3 from his Speed Mod, 2 from his Proficiency Bonus, and 1 from his Physical Def Mod, giving him an PHV of 16. Ash does the same equation for his Special Evasiveness getting a 16 as well. But Oak will remember he chose the Small Size Category and will bring these numbers down accordingly

Next Ash finds the Saving Throws and the Saving Throw DCs for Oak. Using the equation given before Ash will find Oak's Physical Saving Throw to be his Physical Defense Mod 1, and his Proficiency Bonus of 2 to get a 3 for his Physical Saving Throw. After using the Same calculation, Ash finds his Special Saving Throw to be 3, and his Speed Saving Throw to be 5. For his Move's Saving Throw DCs Ash uses the equation 10 plus his Physical Attack Mod of -2, half his level rounded down, being 0, and adding their proficiency bonus of 2, gives a Physical Saving Throw DC of 10. Using the same equation again for the Special Saving Throw DC, give Oak a Special Saving Throw DC of 15 and a Speed Saving Throw of 16.

So overall Oak will have a -1 PHC, 3 SPC, 17 PHV, 17 SPV, 3 Physical Save, 3 Special Save, 5 Speed Save, 10 Physical DC, 14 Special DC, 15 Speed DC.

6. Skills, Traits and Abilities

In Pokemon Mystery Dungeon there are some non combat rolls that are used to understand the knowledge of a character. These checks are used using the Ability Scores from a previous section. These skills help shape the personality of a character, and the items that they excel in, besides combat. A Player will choose four of these skills to be proficient in when creating their character

Skills

The skills that are in Pokemon Mystery Dungeon are Acrobatics, Athletics, Diplomacy, Deception, History, Insight, Intimidation, Investigation, Knowledge, Nature, Perception, Stealth, and Survival.

Acrobatics is the agility of a Pokemon. It describes the nimbleness of a Pokemon. The PM might call for these rolls to be used if one can perform a feat of performing a flip, walking across a tight platform, or even dodging around an enemy. This skill uses the Speed ability. The Calculation is the Speed Mod plus Proficiency Bonus if a Proficient Skill.

Athletics is the over strength of a character. This check is for how well a character can push, pull, or break something by sheer physical force. The PM might call for these rolls to be used if one can perform a feat of raw strength to swim across a raging river, climb an intense cliff, or to hold an enemy pinned to the ground. This skill uses the Physical Attack ability. The Calculation is the Physical Attack Mod plus Proficiency Bonus if a Proficient Skill.

Diplomacy is the ability for a character to talk in a positive manner to another Pokemon. This can be used to help strengthen relations with another character by using words to soothe the character, to help extract information for the party. The PM might call for these rolls when talking with an elite guard, a captured prisoner or even a tavern keeper for a cheaper room for the night. This skill uses the Special Attack ability. The Calculation is the Special Attack Mod plus Proficiency Bonus if a Proficient Skill.

Deception is the ability for a character to lie, or to hide one's true intention from another character. This ability can also be used to hide items from other characters or even to deceive others about what an item is. The PM might call for these rolls when a party is lying to a king about their intentions, a shopkeeper about the items that they have, or even a simple white lie to other party members. This skill uses the Speed Ability. The Calculation is the Speed Mod plus Proficiency Bonus if a Proficient Skill.

History is the ability for a character to recall the events of this world's timeline. A Pokemon with a high history could have been a scholar that read lots of books or has talked with many Pokemon to understand what has happened in this world. The PM might call for these rolls when a party is trying to recall knowledge of previous events, or to understand the customs of a region that is not too known to them. This skill uses the Special Defense Ability. The Calculation is the Special Defense Mod plus Proficiency Bonus if a Proficient Skill.

Insight is the ability for a character to understand the intentions of another Pokemon. A Pokemon that is insightful, questions everything that is told to them, and is able to read the actions of Pokemon much better than others. A PM can ask a player to roll an insight check when they are questioning the motives of another character, or trying to see if a character is withholding more information than is being given. Insight is used usually against Deception. This skill uses the Special Defense Ability. The Calculation is the Special Defense Mod plus Proficiency Bonus if a Proficient Skill.

Intimidation is the ability for a character to scare another character into submission. Intimidation is useful if a character doesn't want to be Diplomatic to another character and wants to coerce information from the target in a

terrifying way. The PM might call for these rolls when a party is trying to get information from a captive, or intimidate a shopkeeper into giving them a discount for their wears. This skill uses the Physical Attack Ability. The Calculation is the Physical Defense Mod plus Proficiency Bonus if a Proficient Skill.

Investigation is the ability for a character to study an object intensely. A player can look around searching for weak points in a cave for a cave in, search through a book for a specific item they are searching for. The PM might call for this roll when studying scrolls to understand their hidden meaning, or to discern the contents of an object. This skill uses the Special Attack Ability. The Calculation is the Special Attack Mod plus Proficiency Bonus if a Proficient Skill.

Knowledge is the ability to understand what different Pokemon are. This ability can be used to discern weaknesses or resistances of a target, as well as special abilities of a target. A PM might ask for this roll for when discerning the properties of a Pokemon the party is in combat with, or when the team is trying to understand the contents of an object. This skill uses the Special Attack Ability. The Calculation is the Special Attack Mod plus Proficiency Bonus if a Proficient Skill.

Nature is the ability to understand the land and the environment as well as berries. A Pokemon tries to understand the area around them and recall information about regions such as what types mainly inhabit regions, as well as the terrain that the party is adventuring into. The PM might ask for this roll when trying to disclose information about an Area that the party is going to, as well as various items called berries that the players will stumble upon. This skill uses the Physical Defense Ability. The Calculation is the Physical Defense Mod plus Proficiency Bonus if a Proficient Skill.

Perception is the ability to spot, hear, or otherwise detect the presence of something. It measures the general awareness of one's surroundings and keenness of one's senses. A Player might try to use this to hear a conversation, eavesdrop through a window, or hear other Pokemon moving stealthily in the area. The PM might call for this roll when trying to overhear a conversation or to scope out an area to see if it is safe for the party to move forward. This skill uses the Special Defense Ability. The Calculation is the Special Defense Mod plus Proficiency Bonus if a Proficient Skill.

Stealth is the ability for a character to stay hidden or sneak around without being detected. Stealth can be used to scout ahead of the party to look for enemies, or to stay hidden from enemies in plane sight. A PM might ask for this role when the party is trying to sneak by a base camp, or trying to obscure themselves from a raiding party. This skill uses the Speed Ability.

Survival is the ability to discern Pokemon tracks, and to guide the party

through untracked lands. The party would use this to understand what Pokemon could be near them due to impressions in the ground, as well as be able to sense when dangerous weather could fall upon them. A PM might call for this roll when the party is hunting a Pokemon through an unknown region, or when traveling to a frozen domain that they are not familiar with. This skill uses the Physical Defense Ability. The Calculation is the Physical Defense Mod plus Proficiency Bonus if a Proficient Skill.

Traits

In other tabletop roleplaying games, characters will get bonus traits based on the race of the individual. There are multiple traits to choose from that are described in the receptive Types section. These traits will give bonuses to the skills described above, as well as to accuracy, evasiveness, and specific types of saves. Each Type has a variation to which traits affect which skills, so it is good to pay attention to the bonuses given to help spec one's character to what they want. A Player will choose four traits from within the Types that they had chosen. Additionally bonus traits are unlocked for the player after taking a certain amount of levels in a respective type.

For Example due to Fire Types being immune to the Burn effect in the Pokemon games, Pokemon that take five levels in Fire will be able to gain advantage on Burn Saves. Normal types are unique here where there is a specific quirk that Monoi Normal Types have access to a bonus to each skill, as well as the Saving Throws and Saving Throws DCs. Every type has its advantages and disadvantages, but it allows for players to make type combinations that are both strong and unique.

Abilities

In the Pokemon games there are plenty of abilities that Pokemon can have. Pokemon can have one of two base abilities, and also one introduced into later games called Hidden Abilities. These abilities can be strong and can help define a Pokemon. In this game these Abilities have been changed slightly, but have stayed true to the original idea from the games. The key difference here is that Pokemon can have multiple abilities at one time, instead of the singular ability. This allows for a more diverse pool of abilities available to the player. This also gives the ability to max out on a set of abilities to really fulfill the idea of being that Pokemon. But staying true to the main games where a player would choose a starter, these starter Pokemon would have an ability that increases their damage to their main type after falling below a certain HP threshold. Some Abilities have been changed, or added to include this ability to other types. These Abilities include, Overgrow, Torrent, Blaze, Swarm, etc.

The first ability learned by the player is going to be this Ability, such as if a Player chose to be a Fire Water Pokemon, the 2 beginning abilities that they will have access to are both Blaze

and Torrent. These are important to remember as some abilities can only be learned, after learning a previous ability, known as an ability chain. For example a Fire Type can learn Blaze at Level 1, but cannot learn White Smoke, until after taking two levels in Fire, as well as having Blaze as an ability. This continues further in that Magma Armor cannot be learned until the player has taken four levels in Fire, as well as taken both Blaze and White Smoke. This is not to stop the player from having some awesome abilities, but to help power creep the game for when a player learns a more powerful ability.

Initiative

Lastly there is a stat by the name of initiative. This is used mainly for combat for turn orders. Normally this is stagnant and does not change after the initial rolls, but it can change around due to Moves, Abilities, and items. This will be explained much later in this book, but overall the simple calculation for initiative is Proficiency Bonus, added to the Speed Mod.

Building Pikamander, Step 6

After looking over what is available to him, Ash will choose to have Oak be proficient in the skills of Deception, Insight, Investigation and Stealth. Due to Oak being a younger brother, he believed it fits nicely that Oak is a sneaky non bullshit kind of guy, even with his Timid nature. He understands that Pokemon lies, and can see right through it, because he does tend to tell white lies himself to avoid trouble.

For traits, after reading down the list, he believes that he will take two traits from Fire, and two Traits from Electric. Ash will take the two Fire traits; “I Know” giving a +2 to Insight checks, and “Desert Mirage” giving a +2 to Deception checks. Ash will take the two Electric traits; “Electric Curiosity” giving a +2 to Investigation checks, and “Light in the Dark” giving a +2 to Stealth checks.

With the Proficient skills chosen, and the traits taken Ash will do some math to figure out his skill bonuses, 3 Acrobatics, -2 Athletics, 2 Diplomacy, 7 Deception, 1 History, 5 Insight, -2 Intimidation, 6 Investigation, 2 Knowledge, 1 Nature, 1 Perception, 7 Stealth, 1 Survival. The quick math for this for example deception is 2 from Proficiency, 3 from Speed Mod, and 2 from trait bonus.

Ash will also quickly take the only two available abilities to him, taking both Blaze for being a Fire Type, as well as Transistor for being an Electric Type.

7. Items

Now items are a wide range of items that can help boost a Power of a Pokemon, increase a base ability, decrease incoming damage. In the games they help reinforce the best aspects of a Pokemon. There are multiple slots that can be used to carry and use certain items, as follows, one consumable item slot, two power item slots, two enhancing item slots, one scarf item slot, three

magical item slots, one mega stone slot, and one z-crystal slot. In Pokemon games a Pokemon can only carry 1 item at a time, but for this the writer wanted to give the ability to make the player's Pokemon as strong as possible by splitting the items in various slots. The items will be described later in the book, but the player will start off with a few items to help get through the early levels.

The first item given to the player are four oran berries. Oran berries are important for healing and keeping the player healthy. Oran berries heal the player 1d8+1 amount of Hit Points back. The other berries that the player will have are two Leppa berries. Leppa berries, similar to the main games restore PP. Leppa berries restore up to 5 PP of a single move. These berries are given in the early game due to players not having a weapon to use to fight, and are instead given these berries for the first few levels to help give the players some strength to use moves, and not descend into using Struggle so quickly.

But every campaign and adventure is different, if a PM wants to give more power and adjacency to his or her players, he or she can give more starting items. On the contrary if a PM wants to have the world be more barren, he could have berries be low resource, and take everything away from the players. Everyone is different so feel free to change it up and give different circumstances to the players.

One thing to note is that some items do not stack with each other, such as if a Pokemon has two power anklets. This Item gives 2 Speed to the player, so the player does not receive a +4 for having multiple anklets. The same is for enhanced items. A Pokemon that has two charcoal does not gain the benefit twice. Such as Charcoal adds 1 additional die to be rolled when dealing Fire Damage with move, this does not allow the player to roll 2 additional die. To continue on this statement, type enhancing items do not stack with each other, such as if a player is holding a Charcoal, as well as a Fire Memory, which gives two additional die rolls to fire damage. The player will take the higher of the two items.

Building Pikamander, Step 7

Ash talks with his PM in regards to what items they will be able to start with, and the PM lets him know that they will be given the base starting items of four Oran berries, and two Leppa berries, and notes that on his sheet.

With all of that out of the way, Oak the Pikamander has been fully made and is ready to start adventuring as a 1st-level adventurer. He will use ranged Fire and Electric Type moves to debilitate his enemies, and use his cunning younger sibling energy to evade and deceive the pokemon they come across.

For the reader, the writer has listed the Character Sheet below written and made by the writer so that they can see what a complete sheet looks like

Oak	Description	The Template Pokemon		Size	Small	Current	Next LVL	Height	2'0"	Weight	18.7 lbs.
	Pokemon	Level	Type 1	Type 2	Timid	135	560	Ash Ketchum		Status Condition	
Character Name	Pikamander	1	Fire	Electric	Nature	Experience		Player Name		None	

Ability Name	Base	Buff	Drop
Health	10	☐	☐
	Modifier	☐	☐
HTH	0	☐	☐
Item/Nature		☐	☐
0	▣	☐	☐

Ability Name	Base	Buff	Drop
Physical Attack	8	☐	☐
	Modifier	☐	☐
PHA	-2	☐	☐
Item/Nature		☐	☐
-2	▣	☐	☐

Ability Name	Base	Buff	Drop
Special Attack	15	☐	☐
	Modifier	☐	☐
SPA	2	☐	☐
Item/Nature		☐	☐
0	▣	☐	☐

Ability Name	Base	Buff	Drop
Speed	14	☐	☐
	Modifier	☐	☐
SPE	3	☐	☐
Item/Nature		☐	☐
2	▣	☐	☐

Ability Name	Base	Buff	Drop
Physical Defense	12	☐	☐
	Modifier	☐	☐
PHD	1	☐	☐
Item/Nature		☐	☐
0	▣	☐	☐

Ability Name	Base	Buff	Drop
Special Defense	13	☐	☐
	Modifier	☐	☐
SPD	1	☐	☐
Item/Nature		☐	☐
0	▣	☐	☐

Temporary Bonus	-1	Buff	Drop
Accuracy (ACC)		☐	☐
Physical Accuracy		☐	☐
PHC	-1	☐	☐
Special Accuracy		☐	☐
SPC	3	☐	☐
	▣	☐	☐

Temporary Bonus	1	Buff	Drop
Evasiveness (EVA)		☐	☐
Physical Evasiveness		☐	☐
PHV	17	☐	☐
Special Evasiveness		☐	☐
SPV	17	☐	☐
	▣	☐	☐

Proficiency
2

Current Hit Points	16
Temprary Hit Points	0
Maximum Hit Points	16

Bonus	Saving Throw	DC
Stat Drop	0	0
Secondary Effect	0	0
Status Condition	0	0
Status Effect	0	0
Burn	0	0
Frostbite	0	0
Paralysis	0	0
Asleep	0	0
Poison.	0	0
Accuracy	0	0
Evasiveness	0	0
Flinch	0	0
Confusion	0	0
Can't Flee	0	0
Infatuation	0	0
Bound	0	0
Spore and Powder	0	0
Ability Change	0	0

Skills

■	Skill Name	Class Skill	Modifier	Trait Bonus	Item Bonus	Total
▫	Acrobatics (SPE)	0	3	0	0	3
▫	Athletics (PHA)	0	-2	0	0	-2
▫	Diplomacy (SPA)	0	2	0	0	2
■	Deception (SPE)	2	3	2	0	7
▫	History (SPD)	0	1	0	0	1
■	Insight (SPD)	2	1	2	0	5
▫	Intimidation (PHA)	0	-2	0	0	-2
■	Investigation (SPA)	2	2	2	0	6
▫	Knowledge (SPA)	0	2	0	0	2
▫	Nature (PHD)	0	1	0	0	1
▫	Perception (SPD)	0	1	0	0	1
■	Stealth (SPE)	2	3	2	0	7
▫	Survival (PHD)	0	1	0	0	1

	Bonus	Base
Physical-	0	3
Special-	0	3
Speed-	0	5

Saving Throws

	Bonus	Base
Physical-	0	10
Special-	0	14
Speed	0	15

Save (DC)

Total Hit Die	
Fire	Electric
1d8	1d8

Same Type Attack Bonus	
Fire	Electric
1d2	1d2

Current DOT	1d6HD	1d8HD	1d10HD	1d12HD
	1d2+1	1d2+1	2d2	2d2

Initiative	Movement
5	30

Type Effectiveness

Current Held Items

Normal (0x)	Weakness (1.5x)	Resistance (0.5x)	
Normal	Ground	Flying	Grass
Fighting	Rock	Bug	Electric
Poison	Water	Steel	Ice
Ghost		Fire	Fairy
Psychic			
Dragon			
Dark			

Consumable	None	Scarf	None
Power Item	None	Magical	None
Power Item	None	Magical	None
Enhancing	None	Magical	None
Enhancing	None	Mega	None
Z-Crystal	None	Mega Ability	Ability

Type Traits

Level 0	Electric Curiosity	Electric type pokemon with this trait are ever curious about others and their surroundings, always asking questions till they get to the bottom of their current intrigue. Electric types with this trait gain a +2 bonus to Investigation checks.	2	Investigation
Level 0	Light in the Dark	Electric types with this trait are great at holding their charges in and not displaying a thread of their electrical capabilities. Being able to sneak around without a sound on their rubber soles grant these Electric types a +2 to Stealth checks.	2	Stealth
Level 1	Trait	Fire types with this trait understand that body language means everything, dictating friend or foe. Fire types with this trait have a +2 Insight bonus.	2	Insight
Level 1	Trait	Fire Types thrive in the deserts of the world, where their keen instincts give them a huge edge over their competitors, those with this trait gain a +2 bonus to Deception.	2	Deception
Level5	Trait	Description	Bonus	Skill
Level10	Trait	Description	Bonus	Skill
Level 5	Trait	Description	Bonus	Skill
Level 10	Trait	Description	Bonus	Skill
???	Trait	Description	Bonus	Skill

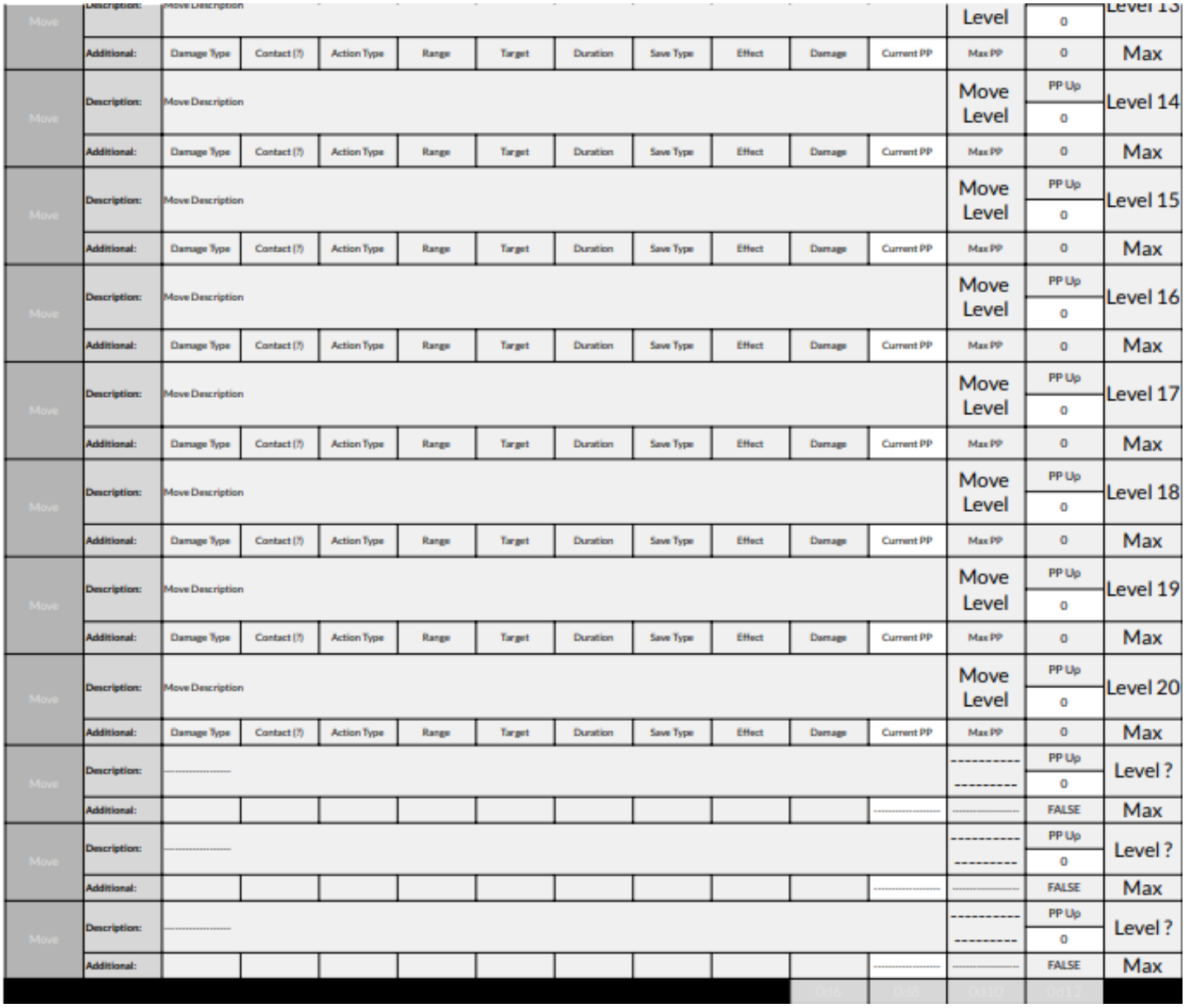
Abilities

1st	Transistor	Increase the Damage Die of Electric Moves when below 50% Maximum HP.	1	Damage Boost	0	N/A
2nd	Ability	Increase the Damage Die of Fire Moves when below 50% Maximum HP.	1	Damage Boost	0	N/A
3rd	Ability	Description	0	N/A	0	N/A
4th	Ability	Description				
5th	Ability	Description				
6th	Ability	Description				
7th	Ability	Description				
8th	Ability	Description				
9th	Ability	Description				
10th	Ability	Description				
11th	Ability	Description				
12th	Ability	Description				
13th	Ability	Description				
14th	Ability	Description				
15th	Ability	Description				
16th	Ability	Description				
17th	Ability	Description				
18th	Ability	Description				

Move List

Struggle	Description:	This attack is used in desperation only if the user has no remaining PP. It also Damages the User with Recoil. Rockhead does not stop this Recoil. This Move does not account for damage boosts from Stat Changed or Stab due to it being Typeless.											0th	Level 0
	Additional:	Physical	Contact (Yes)	Standard Action	Touch	Single Target	Instantaneous	----------	Recoil	HD(2Typeless	∞	∞		
Sonic Boom	Description:	The target is hit with a destructive shock wave of sound.											1st	PP Up 0 / Level 0
	Additional:	Special	Contact (No)	Standard Action	30ft	Single Target	Instantaneous	----------	----------	1d8 Normal	4	4	4	Max
	Description:	The user flashes a bright light. The target must make a Speed Save. If the target fails the Speed Save, the target takes a -1 stat drop to Accuracy.											1st	PP Up / Level 0

Flash	Description:											1st	0	Level 0
	Additional:	Status	Contact (No)	Standard Action	30ft	Single Target	Instantaneous	Speed Save	Accuracy	----------	4	4	4	Max
Ember	Description:	The target is attacked with small flames. This may also leave the target with a burn. The target takes 1d6 Fire Damage. The target must make a Special save to prevent being Burned, ignore burn on successful saves.										1st	PP Up 0	Level 0
	Additional:	Special	Contact (No)	Standard Action	30ft	Single Target	Instantaneous	Special Save	Burn	1d6 Fire	4	4	4	Max
Thunder Shock	Description:	A jolt of Electricity crashes down on the target to inflict damage 1d6 Electric Damage. If the target fails the save the target is Paralyzed, ignore paralysis on successful saves.										1st	PP Up 0	Level 1
	Additional:	Special	Contact (No)	Standard Action	30ft	Single Target	Instantaneous	Special Save	Paralysis	1d6 Electric	4	4	4	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 2
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 3
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 4
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 5
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 6
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 6
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 7
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 8
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 9
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 10
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 11
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 12
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 12
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
	Description:											Move	PP Up	



Move	Description:	Move Description										Level	0	Level 13
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 14
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 15
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 16
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 17
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 18
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 19
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	Move Description										Move Level	PP Up 0	Level 20
	Additional:	Damage Type	Contact (?)	Action Type	Range	Target	Duration	Save Type	Effect	Damage	Current PP	Max PP	0	Max
Move	Description:	----------										---------- ---------	PP Up 0	Level ?
	Additional:										----------	----------	FALSE	Max
Move	Description:	----------										---------- ---------	PP Up 0	Level ?
	Additional:										----------	----------	FALSE	Max
Move	Description:	----------										---------- ---------	PP Up 0	Level ?
	Additional:										----------	----------	FALSE	Max

Beyond 1st Level

As the characters go on their adventures and overcome challenges, he or she will gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level. This is a normal occurrence in Pokemon where the max level is 100, but in this tabletop game, the maximum level for Pokemon is 20. Unlike the Pokemon games there are one set of experience pools to keep all the players within the same realm. But a PM can take the time to look at the experience pools of Pokemon to determine if they want a larger or smaller experience pool based on type combinations. But experience is split into three categories for play of speed, fast, medium, and slow.

Experience Table

Level	Fast	Medium	Slow
Level 0	0	0	0
Level 1	100	135	156
Level 2	400	560	1250
Level 3	1,500	2,035	4,218
Level 4	4,400	5,460	10,000
Level 5	9,500	11,735	19,531
Level 6	18,600	21,760	33,750
Level 7	32,300	36,435	53,593
Level 8	51,200	56,660	80,000
Level 9	72,900	83,335	113,906
Level 10	100,000	117,360	156,250
Level 11	133,100	159,635	207,968
Level 12	172,800	211,060	270,000
Level 13	219,700	272,535	343,281
Level 14	274,400	344,960	428,750
Level 15	337,500	429,235	527,343
Level 16	409,600	526,260	640,000
Level 17	491,300	636,935	767,656
Level 18	583,200	762,160	911,250
Level 19	685,900	902,835	1,071,718
Level 20	800,000	1,000,000	1,250,000

When a character gains a level, the player will choose which type to take the level in. When a player takes a level this way they can learn a new Move to use. The player is restricted on what Moves that they can learn. At early levels Pokemon will only be able to learn 1st-level moves, but as the game progresses and the character gains more levels, they will be capable of learning 2nd-level, 3rd-level, all the way up to 7th-level moves. Also as they level, they will gain more PP of current Moves already known. This allows the players to use more of their lower tier resources later into the game as they gain new and more powerful movesets. The table below shows the increase

Move PP Table

Level	1	2	3	4	5	6	7
Level 0	3	0	0	0	0	0	0
Level 1	4	0	0	0	0	0	0
Level 2	5	0	0	0	0	0	0
Level 3	6	3	0	0	0	0	0
Level 4	7	4	0	0	0	0	0
Level 5	7	4	0	0	0	0	0
Level 6	8	4	3	0	0	0	0
Level 7	8	5	3	0	0	0	0
Level 8	8	5	3	0	0	0	0
Level 9	9	5	3	3	0	0	0
Level 10	9	6	4	3	0	0	0
Level 11	9	6	4	3	0	0	0
Level 12	9	6	5	4	3	0	0
Level 13	10	7	5	4	3	0	0
Level 14	10	7	5	4	3	0	0
Level 15	10	7	6	5	4	3	0
Level 16	10	8	6	5	4	3	0
Level 17	11	8	6	5	4	3	0
Level 18	11	8	7	6	5	4	1
Level 19	11	9	7	6	5	4	2
Level 20	11	9	7	6	5	4	3
Maximum	15	12	10	8	7	5	4

One will notice that there is a Maximum set as well. There are items that can be found called a PP Up. This item increases the maximum amount of PP that a single Move can use, bypassing the current level of the Pokemon. But, there is a limit that can be placed on each move dictated with the maximum inside the table. This is the Maximum PP that can be used each day before a Long rest,

or an item has been consumed by the player, such as a Leppa berry.

Also when a player levels up they will gain another Hit Die from the respective Type. For example if the Pokemon made earlier, Oak, had leveled he would choose from either a d8 Hit Die from being a Fire Type, or a d8 Hit Die from being an Electric Type. This could change if the player had chosen a Physical Type from earlier such as Fighting or Rock, then instead the player could choose from a d10 Hit Die. When the player levels they can either roll their Hit Die that they gained and add their Health modifier, or take the fixed value of the average die roll. For a d8 this is 5, and for a d10 this is 6. If the user has taken an ability that decreases their Hit Die, this will be 4 for a d6, or increased due to an ability t will be 7 for a d12. This is also up to PM discretion, the PM could also state that everyone gets their maximum Hit Die if they wanted.

An important thing to note is that HD are also used to recover HP, when Pokemon are taking a Long Rest, or Short Rest. When doing this, Pokemon can recover HP related to their HD. If the team decides to do a short rest a player can roll up their HD to recover HP. So if a Player is 2nd-level the player can roll up to their Hit Die. These Hit Die are consumed per short rest, and recovered per Long Rest. These Hit Dice can also be used to recover from Status Ailments such as Burn, Poison, Frostbite, Paralysis, etc. These ailments are discussed further in the book.

Character Advancement Table

Level 1	Type 1	Type 2
	4 Traits	4 Moves
	2 Abilities	
Level 2	1 Move	
Level 3	1 Move	1 Ability
Level 4	1 Move	
Level 5	1 Move	1 Ability
Level 6	2 Moves	1 Ability
	3 Stage Evolution	
	+4 to Stats	
Level 7	1 Move	1 Ability
Level 8	1 Move	
	2 Stage Evolution	
Level 9	1 Move	1 Ability
Level 10	1 Move	Z Crystal
Level 11	1 Move	1 Ability
Level 12	2 Moves	1 Ability
	3 Stage Evolution	
	+4 to Stats	
Level 13	1 Move	1 Ability
Level 14	1 Move	
Level 15	1 Move	1 Ability
	Mega Stone Access	
Level 16	1 Move	
Level 17	1 Move	1 Ability
Level 18	1 Move	1 Ability
	+4 to Stats	
Level 19	1 Move	1 Ability
Level 20	1 Move	2 Unique

The Table above states what a player is able to learn at each level. The writer believes that most people would like to play as a three stage evolution, so places for when a three stage would evolve have been listed for the ability score increases. There isn't a gradual increase to ability scores like some

tabletop games, but a rapid increase at a few points. This is due to the fact that Pokemon gain a large stat increase when evolving. But a place for when Pokemon would evolve into their second stage is still listed as well as a good breaking point for the Pokemon.

A continuation of the Ability Score increase is that a Player is able to increase a few of their base ability scores. The increase cannot be more than 2, so recommended is to increase one score by 2 and two scores by 1. For Example if Oak the Pikamander had leveled, he would most likely increase his Special Attack by 2 as well as his Speed. If a player does increase their Health stat by 1, and this causes the score to increase to an even number, the player would gain additional Hit Points. Let's say a 6th-Level pure Steel type, that had a Health of 14, and increased the stat by 2 points due to the ability score increase, this would increase their Health to 16, while also increasing the Health Mod from 2 to 3. This would mean that he would gain 6 additional hit points.

The maximum that a stat can be increased to is 20, so feel free to spread those stat increases around.

Tiers of Play

The Pokemon games are split into many types of play as the character catches more Pokemon and increases their levels. The Player will learn about Type advantages, Status Conditions, Status Effects, Weather, Terrain, Stat Drops, Stat Boosts, and have to find ways to counteract each gym. Since the Player is a Pokemon and there are no gyms, but listed is a general list of the tiers as the Players get stronger throughout the adventure.

In the first tier (levels 1-4), the players are learning who their characters are, and what their characters excel at. It is a learning experience for them. Players learn about basic combat and how their character and operate in this world.

In the second tier (levels 5-10) Players will begin to feel stronger after this first evolution. They will start understanding what additional effects can affect the battlefield such as hazards and AoE Moves. The importance of Status Conditions, and what Pokemon will be affected most. The characters are learning where they stand in the world.

In the third tier (levels 11-16) The Players learn more about battlefield effects, and how they can affect how characters move and position themselves and fight other Pokemon. The players will also be in their last evolution fully embracing the powers that they have and building a kit around key Abilities that they learn.

In the fourth tier (levels 17-20) the players have become some of the strongest pokemon known in the area. They are well revered for their power and their ability to manipulate the elements around them, they rival even Mythical Pokemon of legend. The fate of the world can be in their hands for either good or nefarious reasons.

Happy Adventuring! -Anonymous 2024

Chapter 2: Pokemon Types

In Pokemon there are eighteen different types of Pokemon. Covered below will be an overview of the different types available to the player. Originally in Pokemon there were only fifteen types: Normal, Fighting, Flying, Poison, Rock, Ground, Bug, Water, Fire, Grass, Electric, Psychic, Ghost, Ice, Dragon.

In Generation 2, two additional types were added to the game, Steel and Dark. Dark was added to be a direct counter to Psychic, being immune to the type, due to the overall power of Psychic in Generation 1. Not only that but due to the lack of types that Fighting was effective against, it was made a weakness of the Dark Type. Steel was also added to the mix to also be an overall counter to the strength of Ghost and Psychic Types, being able to resist the 2 types, Steel did lose this advantage later into the games at Generation 6. Steel also was also to have a weakness of both Fighting and Fire due to the lack of Pokemon that were weak to the types.

The eighteenth type, Fairy, was added into the roster at Generation 6. Fairy was added to be a direct counter to the overall presence of Dragon types. Dragon was a very strong type due to most Pokemon having a neutral to it, except for Steel. It was also given the Poison and Steel weakness, due to the lack of types that both of them were strong against.

Now that the eighteen types have been quickly gone over with a very brief history given, this section will start going over the various types available. Most of the Types are broken down into two types, the majority and the minority groups. Many of the Types stay with their Type, but can be found cohabitating with other Types.

The Types can live in empires, cities, communities, tribes, squads, and solo. Empires are multiple large cities. Cities are a singular much larger community. Communities are larger Tribes, covering more land. Tribes are single towns with a low population. Squads are up to a dozen members. And Solo includes single, or duo Pokemon. Now with this listed it can be seen that some Pokemon Types will be more advanced than other Types due to the Type that they possess.

For example due to the ancestry of Dragon Types being a dominant species, they tend to be a low technology society, almost acting like wild animals without a language at times. Another are Electric Types, due to them being able to harness their electricity, they are able to power complex technologies.

Additionally Pokemon can either be a Mono, one type, or a Dual Type, two types. These Pokemon take on both the strengths and the weaknesses of the types that they choose from, only being able to change types upon evolution, subject to PM discussion.

Fire Type

Fire Pokemon are usually distinguishable from other types due to their various bright orange and red colorings, and some sort of flame appears on or around their bodies. These Pokemon are found living in warm regions, near dormant or active volcanoes, as well as hot arid deserts.

Volcanic Monarchies

Fire types that live near or even in these volcanoes are massive metropolises. These are grand cities with bustling street life. They welcome all walks of life as long as they can stand the heat of the environment. They hold extravagant parties for their kingdoms and ceremonies inside of these Volcanoes. When there is a mountain range of Volcanoes, multiple kingdoms emerge, having a truce amongst the factions to preserve the peace and keep the area within their control. They will stop at nothing to dispel any rising resent or people trying to spread misinformation within the kingdom's walls.

The kingdoms of these areas hold very amicable relations with their fellow monarchies, as well as any other large communities within their area such as any Rock, or Ground kingdoms. It is important for them to remain in power, so keeping these relations high is important to them.

Pokemon that adventure from this area usually are diplomats spreading the wealth and generosity of their kingdoms to the various settlements in the area. These Pokemon could also be spies trying to bring upheaval to the various kingdoms for the acts committed to keep the area peaceful.

Desert Nomads

Some Fire types do not live in these volcanic regions but find their homes in the arid dry deserts of the world. These Pokemon did not live in vast kingdoms, but small tribes wandering the harsh conditions of the desert. These Pokemon appear to be kind to the untrained eye, but are looking for ways to ambush targets unknown to the wasteland. These Pokemon can be swayed to not hurt travelers if they understand the language of the coin, or berry. Due to the lack of growing conditions, food is scarce in these parts, so being able to offer berries to feed their hunger will bring great praise and community welcoming for the travelers.

These Pokemon are extremely rare and secretive in these regions, due to the overwhelming amount of Ground Pokemon that live in these areas. They usually tend themselves and run from Pokemon that they have seen in their lands, but unknown Pokemon are a different story. If one is able to befriend these small roving tribes, the word will spread across the wasteland of these tribes alerting them of travelers to not attack. Befriend the desert, or the desert will consume all.

Pokemon that adventure from this area are looking for a new life, far away from the harsh conditions of the desert. These Pokemon are less welcoming of their tribes ways, and wish to learn the wonders of the outside world. But the stealth and deceptive nature from their past does come in handy.

Fire Type Traits

Players that choose the Fire Type, can choose from various traits when creating their character.

Fire Starter: Fire types with this racial trait derive sadistic satisfaction from watching others burn. Anytime the Fire Type inflicts the Burn Status Condition, they gain a +2 bonus to all checks against the burned target.

Desert Mirage: Fire Types thrive in the deserts of the world, where their keen instincts give them an edge against other Pokemon. These Pokemon gain a +2 bonus to Deception checks.

Brazen Flame: Fire Types are able to infuse their fiery powers into their physical attacks more effectively than others. Fire types with this trait deal an additional 2 points of Fire on their melee attacks.

Volcanic Skin: Fire Types with this trait have hardened scaly skin from living near volcanoes, almost rock-like in texture. Fire types with this trait gain a +2 bonus to Evasiveness.

Hypnotic Flame: Fire Types with this trait evoke their flames, giving them a hypnotic nature. Fire Types with this trait increase the Saving Throw DC of their moves that cause a Burn by 2.

Wildfire Heart: Fire Types with this trait are much faster than other fire types, faster than a roaring forest fire. Fire types with this trait gain a +2 bonus to Initiative.

Pure Flames: Fire Types with this have an ancient potent fire running throughout their veins. Fire Types with this trait deal an additional 2 points of fire damage on ranged attacks.

Primordial Fire: Fire types with this trait happen to live underground, closer to the heart of their volcano homes. Living underground has given these Fire Types an advantage when diving out of the way of tunnel collapses. Fire types with this trait gain a +2 bonus to Knowledge checks.

I Know: Fire Types with this trait understand that body language means everything, dictating friend or foe. Fire Types with this trait have a +2 bonus to Insight checks.

Fire Resistance and Weakness

Fire Types are defensively weak to Rock, Ground, and Water Moves, taking 50% increased damage from these Moves.

Fire Types are defensively strong to Bug, Steel, Fire, Grass, Ice and Fairy Moves, taking 50% decreased damage from these Moves.

Fire Type Moves are offensively strong against Bug, Steel, Grass, and Ice Pokemon, dealing 50% increased damage.

Fire Type Moves are offensively weak against Rock, Fire, Water and Dragon Pokemon, dealing 50% decreased damage.

Fire Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Fire, Fire types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Fire, the player gains advantage on Burn Saves.

After taking 6 Levels in Fire, the player is immune to Burn Saves.

After taking 9 Levels in Fire, the player's Burn Saves are given at disadvantage.

After taking 12 Levels in Fire, the player is able to learn an additional Fire Ability.

After taking 15 Levels in Fire, the player is able to learn an additional Fire Ability.

After taking 18 Levels in Fire, the player gains the Ability Desolate Land. Desolate Land is a more powerful version of Drought.

STAB

Fire Type Pokemon can add their STAB bonus to their Fire Type Moves.

Water Type

Water Types are usually distinguishable from their various shades of blue, as well as having aquatic features. These features could include fins, gills, lack of legs, or being variants on semi-aquatic animals. Some of these Pokemon cannot even leave the water due to their lack of limbs. These Pokemon usually inhabit some variation of water, such as oceans, lakes, ponds, rivers, or overall wet and damp environments.

Oceanic Empires

Water Pokemon living in the Ocean, thrive on their absolute dominance in these areas. They live in large sprawling kingdoms, with many civilizations living either towards the top of these waters, or low deep beneath the waves. Due to the large vastness of the oceans many of the kingdoms do not know of another kingdom's location and enjoy the solitude that living in the water brings. These Pokemon when they do find that another oceanic empire has increased their borders closer to theirs will go to all out war to become the true kings of the deep.

Due to this nature, the Water Types of the deep are not too keen on other Water types, possibly being spies, scouting and gathering intel for their kingdom. But when a traveler of non-water appears before them they will welcome them, and show them the extravagance of their underwater nation. Many of the known nations appear at the surface of the Oceans, so not much is known about the deep, due to the lack of sunlight and available light.

These Pokemon tend to be more serious compared to their land dwelling counterparts, usually on a secretive mission to gather intel for their Kingdom. Due to the vastness of their empires, there are thousands of spies at their hand, traveling around to learn more about the world, so that they can conquer.

Pond Dwellers

The Pokemon that mainly reside on the mainland of the world, are known as Pond dwelling species. These Pokemon find lakes, rivers, ponds to be their homes. These populations are much smaller than their oceanic brethren. The Water Types in these areas live life to the fullest, constantly exploring the area around them, making friends and trying to grow their small communities. They have strong ties to the groups around them, being able to provide fresh water at a moment's notice. There is no facade to their friendly nature and they are true to their word, always looking to lend a helping hand to the Pokemon of the region.

These Water Types are able to adapt to any situation, due to their life of living in both the land and the water. They are known scavengers and will use anything they find to help the communities around them. They are a great ally and an even worse foe due to their connections in the area. Many say

to never cross an ocean dweller, but run when one angers a pondie.

Many Pokemon from these lakes can be seen adventuring around the area, looking to see if local groups need help. Some might not be as friendly as the tales say and may try to steal and pillage wherever they go, but always trust one's gut when confronting a group of water pokemon.

Water Type Traits

Players that choose the Water Type, can choose from various traits when creating their character.

Cirque du Pluie: Water Types with this trait are masters of astonishing feats of aerobics both in and out of water. They can contort their bodies in ways unheard of. Water Types with this trait gain a +2 bonus to Acrobatics.

Sunken Treasure: Water Types with this trait are adept at finding lost riches wherever they go. Their eyes are keen for finding value wherever they go. Water Types with thai trait gain a +2 bonus to Investigation.

Local Pirate: Water Types with this trait are great at getting around in various biomes. Able to find bodies of water, as well as track down pokemon and where X marks the spot. Water types with this trait gain a +2 bonus to Survival checks.

Still Water: Water Types with this trait are able to blend in their natural surroundings like a standing puddle. Water types with this trait gain a +2 bonus to Stealth.

Hard Water: Water Types with this trait have tough hardened water in their system. Water Types with this trait deal an additional 2 points of Water damage on ranged attacks.

Water Vision: With eyes full of wonder for adventure, nothing misses the eye of a curious Water Type. Water Types with this trait gain a +2 bonus to Perception.

Polar Seas: Water Types with this trait have lived a majority of their lives in the colder seas, developing a stronger resistance to the cold. Water Types with this trait gain a +2 bonus to Frostbite Saves.

International Waters: Water Types with this trait make friends everywhere they go, be it seas, rivers, lakes, and even land. Water Types with this trait gain a +2 bonus to Diplomacy.

Hot Springs: Water Types with this trait live more inland closer to volcanoes, thriving in the hot spring generated by them. Water Types with this trait gain a +2 bonus to Burn Saves.

Water Resistance and Weakness

Water Types are defensively weak to Grass and Electric Moves, taking 50% increased damage from these Moves.

Water Types are defensively strong to Steel, Fire, Water and Ice Moves, taking 50% decreased damage from these Moves.

Water Type Moves are offensively strong against Ground, Rock and Fire Pokemon, dealing 50% increased damage.

Water Type Moves are offensively weak against Water, Grass and Dragon Pokemon, dealing 50% decreased damage.

Water Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Water, Water types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Water, the player gains a Swim Speed of 30.

After taking 6 Levels in Water, the player gains a Swim Speed of 60.

After taking 9 Levels in Water, the player gains a Swim Speed of 90.

After taking 12 Levels in Water, the player is able to learn an additional Water Ability.

After taking 15 Levels in Water, the player is able to learn an additional Water Ability.

After taking 18 Levels in Water, the player gains the Ability Primordial Sea. Primordial Sea is a more powerful version of Drizzle.

STAB

Water Type Pokemon can add their STAB bonus to their Water Type Moves.

Grass Type

Grass Types are usually distinguishable by their various shades of green, as well as a common trope of having some form of plant life growing on their bodies or being a plant itself. Grass Types encompass a large spectrum of biomes, be it large trees, saplings, flowers, mushrooms, all wilks of like in the plant kingdom.

Forest Settlers

These Pokemon live deep inside their forests or jungles far from other walks of life. They stay within the center of the forest, not allowing trespassers into their lands. They aren't the most hospitable folk, but if one is deemed entry, they are welcomed every step of the way, with berries and the like. Grass Types enjoy the solidarity of the forest, due to the many nooks and crannies Pokemon can hide to ambush pokemon, so they can live in peace in the center of these forests. A long living grass type usually leads these orders, with each forest group being more distinct than the last. These groups do not mesh with the other forests and are very territorial of their lands. With the abundant resources at their disposal, they live happy barbaric lives.

Will lack of visitors, more so, lack of visitors returning after visiting deep into these jungles. What little is known is that they live pretty simple tame lives, enjoying the fruits of their forests and jungles, and warring with other factions that try to claim rites onto their lands.

Some Grass Types leave their societies, either through self exile, or being exiled themselves. They wish to learn about the outside world, besides the simple forest life back home. These Pokemon can be seen as strong competitors due to their upbringing.

Plain Walkers

Unlike their forest counterparts, these Pokemon are always on the move. These Pokemon follow the seasonal changes constantly migrating to greener pastures. Their nomadic lifestyle shows a lack of stationary living. They will set up camps for only a few weeks at a time before traveling to their next destination. If stumbled upon, these Pokemon will welcome travelers, due to the good nature of the plains. They will allow travelers to stay with them for short periods of time before they set out on their way. These nomadic Pokemon are always willing to help a lending hand, as long as it doesn't hurt the tribe.

These Pokemon live in small tight knit communities. Usually the Pokemon will be of the same kind, but sometimes other grass pokemon or even non grass pokemon will join their ranks, enjoying the simplistic lifestyle. They hold travelers in high regard, and enjoy any wisdom that can be passed down to the herd. These Pokemon have the eldest be the leader of the tribes, spreading his wisdom to the young ones, and teaching them about what the world was.

Some grass types will leave the way of their fellow plain walkers, and start a journey beating to their own drum. They use the skills learned by their ancestors to travel the land in search of adventure. To learn something different from their simple life.

Grass Type Traits

Players that choose the Grass Type, can choose from various traits when creating their character.

Deep Roots: Grass Types with this trait live more sheltered lives, laying deep in the jungles and not knowing much besides living off the land. Grass Types with this trait gain a +2 bonus to Survival.

Sequoia Forest: These Grass Types are larger than their brethren, their large frames causing others to be scared of them. Grass Types with this trait gain a +2 bonus to Intimidation.

Open Palm: Grass Types live amongst other pokemon, socializing and interacting with Pokemon from all walks of life. Grass Types with this trait gain a +2 bonus to Diplomacy.

Healing Roots: Grass Types are used to the toxic enemies trying to eat their leaves and poison them on a daily basis while in the jungles. Grass Types with this trait gain a +2 bonus to Poison Saves.

Family Tree: Grass types live in a tight-knit community passing down the history of their people and the area. Grass Types with this trait gain a +2 bonus to History.

Vine Hopping: Grass Types with this trait travel within their homes using vines instead of walking on the floor. Grass Types with this trait gain a +2 bonus to Athletics.

Brother Nature: Grass Types with this trait have a deeper understanding of the plants around them. Grass Types with this trait gain a +2 bonus to Nature.

Thorned Skins: Grass Types with this trait have prickly thorny skin, that causes abrasions with their contact moves. Grass Types with this trait deal an additional 2 points of Grass damage on contact moves.

Barkskin: Grass Types with this trait have hardy exteriors resembling that of tree bark. Grass Types with this trait gain a +2 to Evasiveness.

Grass Resistance and Weakness

Grass Types are defensively weak to Flying, Poison, Bug, Fire and Ice Moves, taking 50% increased damage from these Moves.

Grass Types are defensively strong to Ground, Water, Grass and Electric Moves, taking 50% decreased damage from these Moves.

Grass Type Moves are offensively strong against Ground, Rock and Water Pokemon, dealing 50% increased damage.

Grass Type Moves are offensively weak against Flying, Poison, Bug, Steel, Fire, Grass and Dragon Pokemon, dealing 50% decreased damage.

Grass Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Grass, Grass types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Grass, the player gains advantage on Spore and Powder Saves.

After taking 6 Levels in Grass, the player gains immunity to Spore and Powder Saves.

After taking 9 Levels in Grass, the player's Spore and Powder Saves are given at disadvantage.

After taking 12 Levels in Grass, the player is able to learn an additional Grass Ability.

After taking 15 Levels in Grass, the player is able to learn an additional Grass Ability.

After taking 18 Levels in Grass, the player gains the Ability Berry Farmer. Berry Farm is a more powerful version of Grassy Surge.

STAB

Grass Type Pokemon can add their STAB bonus to their Grass Type Moves.

Electric Type

Electric Type Pokemon are usually bustling with energy, almost too much in fact. They are usually some variation of yellow in color, with some type of rubber-like substance on their body to protect them from their own electricity. These creatures can range from horses speeding away from danger, or even small mice capable of taking down predators.

Living Metropolis

Most Electric Pokemon can be found in two massive city-like structures known as the Power Plant Plus and Power Plant Minus. Their use of electricity has made them a very intelligent species, living in an almost futuristic society. They use machines powered by their electricity to help protect and power their city. They welcome outsiders into their domain to marvel at their technological advancements, but do not allow this information to leave the city walls. This is sacred intel, and should only be available to them as a whole. This is important to note, due to those that have been caught trying to outsource this technology have been held in a public execution. These are ceremonial events where all the Pokemon in the city will gather to watch Pokemon that have been caught for one of the highest crimes

They are willing to help all walks of life of Pokemon that enter into the city, many that do, do not leave. But these Pokemon have very bubbly personalities and are always willing to teach others about the magnificence of their great cities.

Some Electric types might leave these cities to learn what there is to offer in the world compared to the safety of their cities. These Pokemon share the information about the greatness of their city as well as looking for any Pokemon that are selling intel. These scouts are always on the prowl, making sure the city's trade secrets are kept safe.

Electrifying Badlands

Some electric Pokemon do not live in these lavish cities but instead roving bands in more desolate environments. These groups are a lot less civilized than their city brethren, choosing to live without the technology. They find solace in living off the land in these remote regions of the world, where they follow a weakness of the magnetic field. They follow this weakness, being able to locate it due to their constant use of their internal compasses, never getting lost. They are welcoming of all Pokemon in their roving bands across the badlands, but are skeptical of electric types that come across, believing them to be from the cities.

These small communities thrive in the conditions they are subject to. By consuming electricity through these weak areas, or by following rain storms waiting for lighting, they are always satiated. They never stay in one place for more than a day, before they continue to follow their inner compass for the next time to feed.

Some Electric types leave these roving bands, to pursue a life of adventure not in the badlands. These Pokemon might even wish to join the cities after being born within the badlands. They want to gain knowledge and learn about the world.

Electric Type Traits

Players that choose the Electric Type, can choose from various traits when creating their character.

Energizer Bunny: Electric Types with this trait are always in a rush and can't stop. Electric Types with this trait gain a +2 bonus to Initiative.

Light in the Dark: Electric Types with this trait are great at holding their charges in and not displaying a thread of their electrical capabilities. Electric Types with this trait gain a +2 bonus to Stealth checks.

Computerized Brain: Electric Types with this trait have great ideas and are able to think of quick and interesting ideas on the fly with their fast paced brains. Electric Types with this trait gain a +2 bonus to Knowledge.

Lingering Shocks: Electric Types with this trait enjoy slowing down their slows through paralysis. Anytime the Electric Type inflicts the Paralysis Status Condition, they gain a +2 bonus to all checks against the paralyzed target.

10,000 Volts: Electric types with this trait able to focus their electrical capabilities into stronger attacks onto other Pokemon. Electric Types with this trait deal an additional 2 Electric damage on ranged attacks.

Electric Curiosity: Electric Types with this trait are ever so curious about others and their surroundings, always asking questions. Electric Types with this trait gain a +2 bonus to Investigation.

Electrifying Feats: Electric Types with this trait are able to detect the current in the air, having the ability to doge and move with ease. Electric types with this trait gain a +2 bonus to Investigation.

Immobilizing Thunder: Electric Types with this trait have more umph to their paralysis moves. Electric Types with this trait gain a +2 bonus to their Paralysis Saving Throw DC.

Static Shock: Electric Types with this trait are able to hide their intentions behind their bubbly personality for a more ulterior motive. Electric Types with this trait gain a +2 bonus to Deception.

Electric Resistance and Weakness

Electric Types are defensively weak to Ground Moves, taking 50% increased damage from these Moves.

Electric Types are defensively strong to Flying and Electric Moves, taking 50% decreased damage from these Moves.

Electric Type Moves are offensively strong against Flying and Water Pokemon, dealing 50% increased damage.

Electric Moves are offensively weak against Grass, Electric and Dragon

Pokemon, dealing 50% decreased damage.

Ground Types can become immune to Electric Type Moves, after a certain amount of Levels.

Electric Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Electric, Electric types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Electric, the player gains advantage on Paralysis Saves.

After taking 6 Levels in Electric, the player gains immunity to Paralysis Saves.

After taking 9 Levels in Electric, the player's Paralysis Saves are given at disadvantage.

After taking 12 Levels in Electric, the player is able to learn an additional Electric Ability.

After taking 15 Levels in Electric, the player is able to learn an additional Electric Ability.

After taking 18 Levels in Electric, the player gains the Ability ThunderDome. ThunderDome is a more powerful version of Electric Surge.

STAB

Electric Type Pokemon can add their STAB bonus to their Electric Type Moves.

Psychic Type

Psychic Type Pokemon are normally frail in nature due to the majority of their power coming from their minds and not their fists. These Pokemon excel at Special Attacking. Psychic Types normally have some pink or hot pink coloring in their design.

The Collective

Most Psychic Types can be seen within a large sprawling city on the continent called the collective. These Pokemon form a massive super city where Pokemon of many types can live and thrive due to the utopic nature of the commune. The Collective is a rather large government like infrastructure with many lines of red tape obstructing Pokemon from entering certain parts of the city. The city caters to Psychic Types, and understands that they are populous, while many types inhabit their land, the dominant type is Psychic.

The Collective is a council made of some of the strongest Psychic Types known in the regions around. These 13 Pokemon live extravagant lifestyles and push their will on the pokemon that reside within the city. Many Pokemon have never seen the Pokemon withinside collective but there are stories of them being powerful Psychic Pokemon that leveled many nearby societies to build their utopia. Pokemon are fearful of these urban legends, and follow the law to the letter. Many Pokemon may look from the outside and see that the society that is being built within the walls wouldn't be a safe haven, but the Pokemon live very comfortably within these walls.

Some Pokemon that are able to escape the grasp of the collective and leave the cities to enjoy a life of adventure. These Psychic Types did not want to continue in the oppressed society of the collective, and wanted to live their life as an individual instead of living a life for a group. These Psychic Types enjoy the idea of living life to the fullest and wish to experience the world not behind massive walls.

Roaming Monks

There are few Psychic Pokemon that can be found while traveling around that are not from the Collective, and are not weaker level Pokemon going on an adventure. Strong Psychic Types roam the land spreading their wisdom and intellect to various settlements along their way. These Pokemon are revered for their intelligence and mean no ill intent when traveling from region to region. Pokemon hold these Pokemon in high regards and will often hold a small ceremony or festival when one enters in their societies lives. These Pokemon will spend some days gathering more supplies and entrusting the region with this knowledge or information that they are passing down onto them.

These Pokemon are mainly solitary creatures upon their nomadic journeys, but can sometimes travel in pairs when their journeys line up for that

period of time. After which they will exchange information and continue on their way. Sometimes these interactions can last for weeks, months and even years.

Many known Psychic Pokemon that are encountered on the open road are these Roaming Monks. Feel free to set up camp with them and enjoy the company and the wisdom that they can provide for the time being.

Psychic Type Traits

Players that choose the Psychic Type, can choose from various traits when creating their character.

Psychic Prowess: Psychic Types with this trait studied from a young age to increase their psychic abilities. Psychic Types with this trait deal an additional 2 Psychic damage on ranged attacks.

Suggestive Words: Psychic Types with this trait are master tacticians when it comes to debating with others with words. Psychic Types with this trait gain a +2 bonus to Diplomacy.

Iron Will: Psychic Types with this trait rarely show their emotions, and are easy at hiding their actions or intent from observers. Psychic Types with this trait gain a +2 bonus to Deception.

Library Brain: Psychic Types with this trait are well versed in the events that occur both in the city and around the world, knowing much about the current events. Psychic Types with this trait gain a +2 bonus to History.

Mind's Eye: Psychic Types with this trait are known to be able to catch things that others miss with their third Eye. Psychic Types with this trait gain a +2 bonus to Investigation.

Deep Thought: Psychic Types with thai trait are known to be great resources for information, known as "Wells of Knowledge." Psychic Types with this trait gain a +2 Bonus to Knowledge.

Confusing Words: Psychic Types with this trait have more powerful psychic abilities that can scramble a Pokemon's brain. Psychic Types with this trait gain a +2 bonus to their Status Effect Saving Throw DC.

Brain Slug: Psychic Types with this trait thrive on the confusion of other Pokemon through their means. Anytime the Psychic Type inflicts the Confusion Status Effect, they gain a +2 bonus to all checks against the Confused target

Cold Mind: Psychic Types with this trait have a strong mind and are able to keep moving even when their limbs are frostbitten. Psychic Types with this trait gain a +2 bonus to Frostbite Saves.

Psychic Resistance and Weakness

Psychic Types are defensively weak to Bug, Ghost and Dark Moves, taking 50% increased damage from these Moves.

Psychic Types are defensively strong to Fighting and Psychic Moves, taking 50% decreased damage from these Moves.

Psychic Type Moves are offensively strong against Fighting and Poison Pokemon, dealing 50% increased damage.

Psychic Moves are offensively weak against Fighting and Psychic Pokemon, dealing 50% decreased damage.

Dark Types can become immune to Psychic Type Moves, after a certain amount of Levels.

Psychic Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Psychic, Psychic types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Psychic, the player gains advantage on Confusion Saves.

After taking 6 Levels in Psychic, the player gains immunity to Confusion Saves.

After taking 9 Levels in Psychic, the player's Confusion Saves are given at disadvantage.

After taking 12 Levels in Psychic, the player is able to learn an additional Psychic Ability.

After taking 15 Levels in Psychic, the player is able to learn an additional Psychic Ability.

After taking 18 Levels in Psychic, the player gains the Ability Mind Palace. Mind Palace is a more powerful version of Psychic Surge.

STAB

Psychic Type Pokemon can add their STAB bonus to their Psychic Type Moves.

Fighting Type

Fighting Type Pokemon are usually noticeable by their defined muscles. Many Pokemon have rather large muscular frames, or their known practice of various martial arts. These Pokemon are not as easily distinguishable by their color. These Pokemon love to fight to test out their physical abilities on each other, to be the physically strongest pokemon ever.

Training Dojos

There is a massive city that is built in a week's time and torn down, changing its location every year. This is known to many fighting dojos that inhabit the land as the Arena. The Arena is a massive city that is built very quickly by the various dojo's that take place in the tournament. Every Dojo selects a singular fighter from their Dojo to take part in this massive tournament. Pokemon come from hundreds of miles to this area to learn about the tournament, with many fighting types taking part in the tourney. Sometimes non Fighting Types may find their way into the tourney, but that is because they have a ticket from a Dojo and are fighting in their place. Only These Dojo's know of the next tourney location, based on the winner of the previous tourney, building it close to the previous winner's dojo. Pokemon will know about the tourney happening due to word being spread from the other Dojo's

These Dojo's are small communities that work on their fighting styles to then compete in the future tournament. They hone their skills in a specific trade or type of fighting, and continue to push on showing that their fighting style is the best. They will welcome outsiders to try and test their might against their champions for them to get more training practice against other types.

Not Many Fighting Types can be seen going on adventures or away from their dojo. Their Dojo is their life. Some may leave the dojo if they feel that they are not getting stronger quick enough, or if they feel that they can never beat the champion of their dojo. These ones use their physical prowess to fight through life on the road.

Wandering Master

Sometimes a Dojo may lose their rankings within the Arena, and fall so low that they are not welcome to the arena unless they can prove themselves at smaller tournaments. This is a great dishonor to the fighting dojos that the master may even disband the dojo and let it fall into disarray as they wonder the continent to get stronger. Some of their students may keep the dojo intact and continue the fighting ways of their master, but they are not as strong, and can barely keep predators away from destroying their home. They stay within the walls of the Dojo hoping that their Master will return, but usually they will leave shortly after and travel to another Dojo and learn the ways of a new master.

With their Dojo gone, and their pride destroyed, they continue on a journey to learn to become more powerful and bring honor back to their Dojo. If met when traveling around they will welcome the traveler and wish to fight them to test their power. They do this out of earnest fun to test their abilities and see if they have become stronger.

When adventuring the Pokemon will always be on the move and never travel for more than one day with another Pokemon, unless it was a pupil that they wish to train to become their new champion. These Pokemon will keep on traveling until they have battled enough or become humbled in a battle to return and accept their ability to be a lower class Dojo. Which is rare, they would rather die on the road in a fight than accept defeat.

Fighting Type Traits

Players that choose the Fighting Type, can choose from various traits when creating their character.

Intimidating Fist: Fighting Types with this trait grew up in more slumlike conditions, using their fists over words to get their way. Fighting Types with this trait gain a +2 bonus to Intimidation.

Long Legs: Fighting Types with this trait were able to run from fights in their youth, instead of fighting in them. Fighting Types with this trait gain a +2 bonus to Athletics.

Battle Hardened: Fighting Types with this trait are natural fighters and are adept at taking hits and shrugging off blows. Fighting Types with this trait gain a +2 bonus to Evasiveness.

Fight Club: Fighting Types with this trait, may not always be itching for a fight, but they can always tell when one is going to break out. Fighting Types with this trait gain a +2 bonus to Initiative.

Fight Seeker: Fighting Types with this trait have well developed eyes, being able to tell when a Pokemon wishes to fight. Fighting Types with this trait gain a +2 bonus to Perception.

Heart Stopper: Fighting Types with this racial trait know where to strike when in combat, aiming for the weak spots on a Pokemon. Fighting Types with this trait gain a +2 bonus to Accuracy.

Open Arms: Fighting Types with this trait are more empathetic due to the more welcoming dojo that they grew up in. Fighting Types with this trait gain a +2 bonus to Diplomacy.

Hardened Fist: Fighting Types with this trait have incredibly strong and dense muscles from intense training and sparring sessions. Fighting Types with this trait deal an additional 2 Fighting damage on contact moves.

Camper Boy: Fighting Types with this racial trait have been on the run or living away from society for a while, living off the land. Fighting Types with this trait gain a +2 bonus on Survival Checks.

Fighting Resistance and Weakness

Fighting Types are defensively weak to Flying, Psychic, and Fairy Moves,

taking 50% increased damage from these Moves.

Fighting Types are defensively strong to Rock, Bug and Dark Moves, taking 50% decreased damage from these Moves.

Fighting Type Moves are offensively strong against Normal, Rock, Steel, Ice and Dark Pokemon, dealing 50% increased damage.

Fighting Moves are offensively weak againstFlying, Poison, Bug, Psychic and Fairy Pokemon, dealing 50% decreased damage.

Ghost Types can become immune to Fighting Type Moves, after a certain amount of Levels.

Fighting Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Fighting, Fighting types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Fighting, the player's contact moves deal 1 additional die of damage.

After taking 6 Levels in Fighting, the player's contact moves deal 1 additional die of damage.

After taking 9 Levels in Fighting, the player's contact moves deal 1 additional die of damage.

After taking 12 Levels in Fighting, the player is able to learn an additional Fighting Ability.

After taking 15 Levels in Fighting, the player is able to learn an additional Fighting Ability.

After taking 18 Levels in Fighting, the player gains the Ability Physical Might. Physical Might grants a massive boost to Physical Contact Moves.

STAB

Fighting Type Pokemon can add their STAB bonus to their Fighting Type Moves.

Flying Type

Flying Types are Pokemon that are not easily distinguishable by a color, but instead usually have some type of wing appendage. They will also usually have some type of plumage or feathers on them to help them in their ability to fly high in the skies. These Pokemon are often seen flying in the sky and staying far away from other Pokemon, unless they are staying inland.

Island Hoppers

These Flying Type Pokemon are normally found on the coasts of continents or on small islands far away from the coast of the larger land masses. These Pokemon live in small communities always on the move and never staying one place for too long, following the change of the season to gather more food, or for breeding season. These groups of Pokemon are usually led by an elderly leader that knows the routes taken by their ancestors and follows them to the tee as they travel around searching for new food sources. These small tribes are very protective of their species and will stay far away from predators when searching for new nesting grounds. If a Pokemon does attempt to attack one, they are to attack the flock and will feel the full fury of the flock.

These Island hoppers, weary of travelers, believe almost all Pokemon that aren't a part of the flock to either be predators, or enemies and wish to stay away from there as far as possible. Flying Types of this origin enjoy the lackadaisical days of their life of constant travels, visiting known locations, and lounging in warm climates. These Pokemon are rare to see out and about but if one does stumble upon, do not anger them or the wrath of a thousand pecs will be let loose on the p[arty if they irritate the group of Pokemon.

Even though these Pokemon are always on the move and constantly on adventures with their family and their flock,. Some Flying Types wish to have a different life with more excitement than the simple life they live currently. These Pokemon can be powerful allies, being great scouts.

Inland Scavengers

These Flying Pokemon don't spend their life on the coast but by migrating internally within the confines of the continent. Most of these Pokemon are able to fly, but some species are unable to and spend most of their time running on the ground, towards or away from other Pokemon, be it a prey or predator. These Pokemon travel in small groups around their habitats, picking up the scraps of an adventure or migrating Pokemons camp. These Pokemon rely on the camps that are often set up by other Pokemon. Sometimes these Pokemon can get a little carried away and instead of snacking on the scraps of a camp, they will attack a camp and take whatever they can from the party before fleeing to safety.

These Pokemon do not enjoy the presence of other Pokemon that are not associated with their party, and will attack on command when coming face to face with others. They do not flee like their island hopping counterparts, but instead stay and fight to see if they can turn the fainted Pokemon into food, or steal the supplies of the other Pokemon.

Some Flying Types from these groups will leave these parties due to not enjoying ambushing on unseen parties, and leave their groups, to warn Pokemon of what is out there. Their great survival instincts and extremely helpful to a party.

Flying Type Traits

Players that choose the Flying Type, can choose from various traits when creating their character.

Ace Pilot: Flying Types with this trait are able to launch attacks with pinpoint Accuracy from far distances. Flying Types with this trait gain a +2 bonus to Accuracy.

Bird of Paradise: Flying Types with this trait have spent copious amounts of time eavesdropping on conversations and using their plumage to act as cover. Flying Types with this trait gain a +2 bonus to Stealth.

Stout Observer: Flying Types with this trait have heightened their hearing to pick up even the faintest sounds. Flying Types with this trait gain a +2 bonus to Perception.

Bird of Prey: Flying Types with this trait are keen on making sure they have extremely sharp talons and beaks. Flying Types with this trait deal an additional 2 Flying damage on contact moves.

Zephyr Rider: Flying Types with this trait not only glide effortlessly through the air, they can control the air around them extremely effectively. Flying Types with this trait gain a +2 bonus to Acrobatics.

Dive Bomber: Flying Types with this trait travel at high speeds when attacking pokemon they see as a threat. Flying Types with this trait gain a +2 bonus to Initiative.

Social Bird-erfly: Flying Types with trait don't spend as much type observing Pokemon, but instead spend the time socializing and enjoying the time with them. Flying Types with this trait gain a +2 bonus to Diplomacy.

Eye of the Bird: Flying Types with this trait have observed Pokemon enough to know when a Pokemon is not telling the whole truth. Flying Types with this trait gain a +2 bonus to Insight.

Wise Owl: Flying Types with this trait have an abundance of knowledge from their flybys over the terrain. Flying Types with this trait gain a +2 bonus to Knowledge.

Fighting Resistance and Weakness

Flying Types are defensively weak to Rock,Electric and Ice Moves, taking 50% increased damage from these Moves.

Flying Types are defensively strong to Fighting, Bug and Grass Moves,

taking 50% decreased damage from these Moves.

Flying Type Moves are offensively strong against Fighting, Bug and Grass Pokemon, dealing 50% increased damage.

Flying Moves are offensively weak against Rock, Electric and SteelPokemon, dealing 50% decreased damage.

Flying Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Flying, Flying types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Flying, Ground is now a Resistance.

After taking 6 Levels in Flying, Ground is now an Immunity.

After taking 9 Levels in Flying, The Pokemon gains a Fly Speed of 60ft.

After taking 12 Levels in Flying, the player is able to learn an additional Flying Ability.

After taking 15 Levels in Flying, the player is able to learn an additional Flying Ability.

After taking 18 Levels in Flying, the player gains the Ability Delta Stream. Delta Stream is a more powerful version of Air Lock.

STAB

Flying Type Pokemon can add their STAB bonus to their Flying Type Moves.

Ground Type

Ground Type Pokemon can usually be distinguished by their pale brown to orange coloring, or with some rocky or gravel like substance to their bodies. These Pokemon excel in sandy conditions, and especially love caverns as well as deserts, or another arid climate. Some enjoy wetter conditions such as swamps due to the increase of mud in these areas.

Desert Kings

Most Ground Types can be seen when traveling through desert biomes. Some can be found in other biomes such as mountains, swamps, other sandy or muddy like places, but a majority find themselves in massive deserts. These deserts are void of life except for the few fire tribes that inhabit them, but they are miniscule in comparison to the vastness of the desert empires. These GRound Pokemon live near rivers and oases for fresh water resources, but they utilize and live more in the arid desert of these regions. Tales have been told of these massive cities, but they are not truly known due to the lack of evidence of these cities existing. Most Pokemon see a massive open landscape with a lack of life. This could be mainly due to the hot conditions that make the desert hard to navigate during the day, but at night, a new life emerges.

Many of the Pokemon that live in these deserts, don't actually live above the dunes, but under the sand in massive sprawling cities that encompass the entirety of the deserts they reside in. Many keep massive libraries telling the stories of the entirety of the world. Many Pokemon do not know of these libraries, not even the ground types that live in the deserts, due to how deep the cities are.

Some Ground Types choose to leave life under the sands in the deserts and adventure outwards to other Pokemon populations. These Pokemon wish to enjoy life above ground and see what Pokemon there are out in the world, instead of living in solitude under the sands.

Swamp Raiders

Some Ground Types do not live in these massive underground cities deep within the desert, but instead live in marshes or other sandy locations such as mountains in smaller communities. These Communities have great ties to the other tribes of pokemon that live in these areas, making sure that both parties are kept safe and that intruders are kept at bay. They do not think kindly of outsiders, and especially do not like Ground Pokemon that they do not know entering into their lands, especially if they look like their arid counterparts. These Pokemon enjoy the lax nature of their forests and swamps, by taking constant mud baths and relaxing within the confines of their abode.

These Ground Types are relatively elusive, hiding with the marshes and bogs that they live in, away from other Pokemon only appearing when they hear

the footsteps of outsiders. They keep their dogs safe from outsiders, and act as bouncers for some Pokemon. As long as they are fed they are happy.

Some Ground Types will leave these bogs to not be a lazy Pokemon in the swamp, but instead choose to be active adventures helping Pokemon through these swamps, by allowing them safe passage. These GRound Types are great allies, due to their connections in the various areas that they live in.

Ground Type Traits

Players that choose the Ground Type, can choose from various traits when creating their character.

Sands of Time: Ground Types with this trait do not forget the past and the information of others are forever stored in their minds. Ground Types with this trait gain a +2 bonus to History.

Desert Nomad: Ground Types with this trait are known to cover large distances using the resources of the area to survive to reach their destination. Ground Types with this trait gain a +2 bonus to Survival.

Ground Domain: Ground Types with this trait have spent vast amounts of time beneath the ground of the world, unknown to the outside world. Ground Types with this trait gain a +2 bonus to Stealth.

Mirage Negator: Ground Types with this trait understand when they are seeing things, and are able to deduce illusions. Ground Types with this trait gain a +2 bonus to Perception.

Sandy Details: Ground Types with this trait can get a better understanding of objects with their ever vigilant eyes trained in the desert. Ground Types with this trait gain a +2 bonus to Investigation.

Quick Sand: Ground Types with this trait are quite faster than their counterparts, traveling quicker and above sand. Ground Types with this trait gain a +2 bonus to Initiative.

Grainy Sand: Ground Types with this trait use the fluidity of their body to dodge attacks, as well as regulate their body temp in the harsh desert conditions. Ground Types with this trait gain a +2 bonus to Burn Saves.

Sandy Cheeks: Ground Types with this trait are able to use the sand within their body to dispel or repel attacks. Ground Types with this trait gain a +2 bonus to Evasiveness.

Beneath the Sand: Ground Types with this trait help write down the knowledge being brought from the outside world. Ground Types with this trait gain a +2 bonus to Knowledge.

Ground Resistance and Weakness

Ground Types are defensively weak to Water, Grass and Ice Moves, taking 50% increased damage from these Moves.

Ground Types are defensively strong to Poison and Rock Moves, taking 50% decreased damage from these Moves.

Ground Type Moves are offensively strong against Poison, Rock,

Steel, Fire and Electric Pokemon, dealing 50% increased damage.

Ground Moves are offensively weak against Bug and Grass Pokemon, dealing 50% decreased damage.

Flying Types can become immune to Ground Type Moves, after a certain amount of Levels.

Ground Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Ground, Ground types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Ground, Electric is now a Resistance.

After taking 6 Levels in Ground, Electric is now an Immunity.

After taking 9 Levels in Ground, The Pokemon gains a Burrow Speed of 30.

After taking 12 Levels in Ground, the player is able to learn an additional Ground Ability.

After taking 15 Levels in Ground, the player is able to learn an additional Ground Ability.

After taking 18 Levels in Ground, the player gains the Ability Haboob. Haboob is a more powerful version of Sand Stream.

STAB

Ground Type Pokemon can add their STAB bonus to their Ground Type Moves.

Rock Type

Rock Type Pokemon are easily distinguishable by their use of rocks, or minerals in their design. These Pokemon are various shades of dark brown, dark blues, as well shades of gray. These Pokemon either have a rocky hide or rock like exterior or are living rocks. Some Rock Types do not share any of these qualities, and instead of them being rocks, they have rock-like shells, or appear to have some sort of rugged yet sharp appearance.

Mountain Nations

Most Rock Types Live within the Mountains that they were born on, or in. These Mountains show no sign of life from the untrained eye, but many caverns can be seen from the outside. These Caverns descend deeper into these mountains that Rock Types call home. These Mountains hold massive Populations of Rock Type Pokemon deep within, hidden from the elements. These Pokemon live within these Mountain Tops, from the bottom to the top, maintaining a sense of balance and structure within their society. These Pokemon maintain strong relations with the other Mountain dwelling Pokemon, allowing all walks of life to live within their society. They may seem rude and brunt up front, but underneath that hardy exterior is emotion showing that they care for their mountain abode.

The Rock Pokemon within these mountains live in large communities led by a single elder that maintains the relations with the other Mountain communities. They even have some parts of the mountains be agreed upon as unclaimed land that both parties can use for their own means, as long as it does not interfere with the others' plans.

The Rock Types that choose to leave these lands, wish to enjoy life not under the mountain but beneath the big blue sky. These Pokemon can use their connections within the mountains to apply safe passage for their compatriots as well as use their rugged structure to defend the party.

Underground Sectors

Some Pokemon wish to live in communities not run with the nations of the mountains, but choose to live deeper in the caverns away from civilization. These Pokemon tend to be a bit more barbaric with their customs and try to stay away from Pokemon they do not know at all costs. These Pokemon find solace within their small communities, choosing to live off the minerals of the underground. These Pokemon haven't seen the light of day for many years, even centuries and enjoy the lack of connection, with some even believing that they are some of the last Pokemon known.

These Rock Type Pokemon stay within the small confides of their home, similar to their higher strata brethren, but choose a life of isolation. These Pokemon are very protective of their kin, and are extremely hostile to any

Pokemon that they do not know that enter into their abode.

It is rare to see a live specimen from the underground sectors make their way to the surface, but when they do they are trying to learn about a new way of life that is not consumed with simple living. These Pokemon tend to be more barbaric, but are trusted friends when they are considered an ally.

Rock Type Traits

Players that choose the Rock Type, can choose from various traits when creating their character.

Stone Walled: Rock Types with this trait are elusive to other types, keeping up their borders and being able to bully Pokemon out of their lands. Rock Types with this trait gain a +2 bonus to Intimidation.

Geologist: Rock Types with this trait are extraordinary time keepers due to their longer lives with their rocky bodies, and are able to write down and hold facts of history. Rock Types with this trait gain a +2 bonus to History.

I too am a Geologist: Rock Types with this trait are not known to be welcoming to outsiders, and always question why Pokemon enter into their home. Rock Types with this trait gain a +2 bonus to Insight.

No! I'm a Geologist: Rock Types with this trait are always looking for precious stones and ores to bring back to either eat or turn into decorative pieces. Rock Types with this trait gain a +2 bonus to Perception.

I am the Geo: Rock Types with this trait are used to traveling within their rocky fortresses and are able to find safe passages. Rock Types with this trait gain a +2 bonus to Survival.

I threw the Geo: Rock Types with this trait help dig the tunnels for their brethren to travel easier within their rocky kingdom. Rock Types with this trait gain a +2 bonus to Athletics.

Rocky Hide: Rock Types with this trait live deeper within the mountains eating stronger tougher ores. Rock Types with this trait gain a +2 bonus to Evasiveness.

Rockefeller: Rock Types with this trait live deep within mountains, close to volcanoes and have gotten used to the toxic smells in their environment. Rock Types with this trait gain a +2 bonus to Poison Saves.

Landslide: Rock Types with this trait can move easily both above and below ground, adjusting to the difference in terrain easily. Rock Types with this trait gain a +2 bonus to Initiative.

Rock Resistance and Weakness

Rock Types are defensively weak to Fighting, Ground, Steel, Water and Grass Moves, taking 50% increased damage from these Moves.

Rock Types are defensively strong to Normal, Flying, Poison and Fire Moves, taking 50% decreased damage from these Moves.

Rock Type Moves are offensively strong against Flying, Bug, Fire and Ice

Pokemon, dealing 50% increased damage.

Rock Moves are offensively weak against Fighting, Ground and Steel Pokemon, dealing 50% decreased damage.

Rock Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Rock, Rock types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Rock, the player gains a Burrow Speed of 30.

After taking 6 Levels in Rock, the player gains a Burrow Speed of 60.

After taking 9 Levels in Rock, The Pokemon gains a Burrow Speed of 90.

After taking 12 Levels in Rock, the player is able to learn an additional Rock Ability.

After taking 15 Levels in Rock, the player is able to learn an additional Rock Ability.

After taking 18 Levels in Rock, the player gains the Ability Perfect Defense. Perfect Defense is a more powerful version of their Stat Boosting Abilities.

STAB

Rock Type Pokemon can add their STAB bonus to their Rock Type Moves.

Poison Type

Poison Type Pokemon can usually be distinguished by their various shades of Purple. This is showcasing their toxic, or venomous capabilities. Besides various shades of purple, these Pokemon can also appear to have spines, barbs, tentacles, or other various instruments to poison a Pokemon. These Pokemon excel at Poisoning targets with a Status Condition, and are also able to upgrade their Poison to be a Status Condition known as Badly Poisoned.

Outskirt Muggers

Many Poison Types do not have a physical location that they call home but instead roam around the various biomes in the world, surprising many unsuspecting travelers. These Pokemon live off the land, but in reality leave off the belongings of the Pokemon that they raid. They use their toxic powers to poison travelers, either through physical combat, or in their sleep and follow them until the poison takes root and causes the target to faint. They steal from the travelers and are on their way. They do not wish to kill these travelers due to if word got out that they were killers, Pokemon would stop traveling by the lands they roam, and their means of living would simply vanish

These Pokemon are not friendly, but they aren't hostile either. They live by these means due to the past of poison types having a bad reputation over the years. So if a Pokemon is able to spot them and discuss with them, they will listen and accept a form of payment for them to leave the travelers alone.

Some Poison Type Pokemon do not like living in the shadows with their brethren and leave the environment to learn the world. They will learn that the world does not look kindly upon Poison Types, but hopefully they can shed light that these Pokemon can break free from the restraints of the past and be upstanding citizens or something else of that nature.

City Cleaners

Some Poison Types have actually been able to leave their past lives and brought a new era of Poison Types deep within some of the bigger cities. These Pokemon have found employment and acceptance as city cleaners or pollutant destroyers by using their toxic natures to dispose of the various trash and waste produced by these cities. By becoming natural trash bins within the city, and enjoying the scraps left by the major populous, these Pokemon no longer need to fend for themselves but can live simple lives within the city walls that they inhabit. Many Pokemon commend these Poison Types for what they have been able to accomplish, showing that they can be useful in any pokemon society and being extremely respected for what they are able to do.

These Poison Types don't have as much of a pungent scent as other Poison Type Pokemon. They enjoy living their lives in these cities and are extremely

welcoming to outsiders and especially to other Poison Pokemon. They welcome all walks of life and wish for Pokemon to live in harmony with each other.

Some Poison Types may leave this life behind, due to the idea that they themselves have become a domesticated slave instead of a welcomed Pokemon. These Pokemon leave the confines of the city to make a new life for themselves and to longer be helpful to others because they have to, but because they want to.

Poison Type Traits

Players that choose the Poison Type, can choose from various traits when creating their character.

Strong Toxins: Poison Types with this trait radiate a stronger toxin than other Pokemon. Poison Types with this trait gain a +2 bonus to their Poison Saving Throw DC.

Fragrant Aroma: Poison Types with this trait have a much more pleasant aroma, causing Pokemon to walk towards them, instead of away. Poison Types with this trait gain a +2 bonus to Diplomacy.

Weary Traveler: Poison Types with this trait have received much more ridicule over their compatriots and are able to deduce liars easier. Poison Types with this trait gain a +2 bonus to Insight.

Where Poison: Poison Types with this trait know what they are looking for due to their life on the road. Poison Types with this trait gain a +2 bonus to Investigation.

There Poison: Poison Types with this trait are able to deduce travelers far off in the distance due to their survival instincts. Poison Types with this trait gain a +2 bonus to Perception.

Outskirt Survivor: Poison Types with this trait are always on the run, traveling as close to civilizations as possible on their adventures. Poison Types with this trait gain a +2 bonus to Survival.

Toxic Masculinity: Poison Types with this trait revel in their ability Poison others by finding the weak points on their victims. Anytime the Poison Type inflicts the Poison or Badly Poison Status Condition, they gain a +2 bonus to all checks against the poisoned target.

Thick Sludge: Poison Types with this trait have stronger thicker sludge than others. Poison Types with this trait deal an additional 2 Poison damage on ranged moves.

Foul Smell: Poison Types with this trait have a much more poignant stench among them causing others to gag. Poison Types with this trait gain a +2 bonus to Intimidation.

Poison Resistance and Weakness

Poison Types are defensively weak to Ground and Psychic Moves, taking 50% increased damage from these Moves.

Poison Types are defensively strong to Fighting, Poison, Bug, Grass and Fairy Moves, taking 50% decreased damage from these Moves.

Poison Type Moves are offensively strong against Grass and Poison Pokemon, dealing 50% increased damage.

Poison Moves are offensively weak against Poison, Ground, Rock and Ghost Pokemon, dealing 50% decreased damage.

Steel Types can become immune to Poison Type Moves, after a certain amount of Levels.

Poison Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Poison, Poison types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Poison, the player gains advantage on Poison and Badly Poison Saves.

After taking 6 Levels in Poison, the player is immune to Poison and Badly Poison Saves.

After taking 9 Levels in Poison, the player's Poison and Badly Poison Saves are given at disadvantage.

After taking 12 Levels in Poison, the player is able to learn an additional Poison Ability.

After taking 15 Levels in Poison, the player is able to learn an additional Poison Ability.

After taking 18 Levels in Poison, the player gains the Ability Malignant Disease. Malignant Disease makes the user have increased influence over Poisoned individuals.

STAB

Poison Type Pokemon can add their STAB bonus to their Poison Type Moves.

Ice Type

Ice Type Pokemon are some of the rarest Pokemon to be found within the world. Ice Types tend to be distinguishable by having colors close to white or light blue in their design to show their cold roots. This can also include having various icicles in their design, or by being a living ice as well. Ice Pokemon tend to stay at the poles of the world, where the climate suits them best, being usually below 0, as well as having snow and or icebergs in the area.

Winter Wonderland

Due to the small geographical areas that Ice Pokemon can call their home, many have taken root at either of the two poles of the planet. These poles contain the majority of the ice pokemon and are massive cities that take up a massive chunk of the icy tundra that they call home. The Northern city is much more massive compared to the southern city, but it is still an extravagant masterpiece due to all of the buildings and cities being built out of the ice. The Ice Types that live here keep the temperature cooler, to maintain their structure and to keep their way of living active. They are able to produce a lot of fresh water due to the constant snowing that takes place. Many Kings and Queens live within the area breaking up the Kingdoms into factions, but the group rule together in harmony with many of the ice pokemon enjoying and have very little resentment to the living conditions within their icicle paradise.

They are welcome to the few travelers that appear, understanding that the cold is not for everyone. They welcome Pokemon to visit and enjoy the prosperity of their ice region, but do not stay for long, as they enjoy the visits but they do not enjoy non Ice Pokemon taking root into their everyday lives. They believe these Pokemon to be spies and do not trust them, with many who stay too long never being found again. So enjoy the Tundra, but do not let the tundra keep one.

Few Ice Pokemon leave the safety of the Kingdoms that they reside in, but some may seek out a new life far from the Poles. These Pokemon are adventurers and can be welcomed with open arms. They can be helpful in navigating through the cold due to their expertise, but many are unsure about seeing an Ice Type outside of a mountain top or the poles.

Thundra Villages

Some Pokemon do not stay within the safety of the large Kingdoms walls, but instead live far away from these massive cities living off the land to the far north and south, or even at the peaks of mountain ranges. These Pokemon are not necessarily barbaric but believe and hold the customs of the old ways of the ice Pokemon before the Kingdoms became more apparent. These Pokemon enjoy the simplistic nature of life and the smaller communities that they are a part of. Ice Pokemon from these regions are

very elusive and are hard for Many Pokemon to find, with word of these Pokemon appearing being false rumors.

Due to their elusive nature, not many Pokemon stumble upon these creatures so little is really known. But they are known to be very friendly with outsiders allowing them to stay for a short time to recuperate. They do not enjoy visitors staying for long, thinking that they are out to destroy their simple and humber village, but they do not wish for Pokemon to fall ill in the Tundra.

Very few Ice Pokemon will live the simple lives of the north, but they do. When these Pokemon leave their homes they search for a new life far from the simplistic fishing nature many of their villages in the north stick to. They wish for adventure and a more complex robust life far from the outskirts in the arctic. These Pokemon will either set out on adventures far from the Poles, or travel to the larger ice cities.

Ice Type Traits

Players that choose the Ice Type, can choose from various traits when creating their character.

Eye of the Storm: Ice Types with this trait are used for especially keen eyes during Storms when tracking an item or Pokemon. Ice Types with this trait gain a +2 bonus to Perception.

Crystal Eyes: Ice Types with this trait are used to other types entering their borders or their homes under false pretenses. Ice Types with this trait gain a +2 bonus to Insight.

Snow Day: Ice Types with this trait are known to be fun loving individuals who are welcoming and pleasant to be around. Ice Types with this trait gain a +2 bonus to Diplomacy.

Glacial Climber: Ice Types with this trait are able to traverse great distances with ease due to the harsh environment of living within the poles. Ice Types with this trait gain a +2 bonus to Survival.

Frigid Cold: Ice Types with this trait have sharper and more jaded ice on their bodies. Ice Types with this trait deal an additional 2 points of Ice damage on physical moves.

Unfriendly Ice: Ice Types with this trait are not as welcoming as their neighbors and have more threatening ice covering their bodies. Ice Types with this trait gain a +2 bonus to Intimidation.

Rigid Ice: Ice Types with this trait are able to hide easily due to their crystalline and translucent bodies. Ice Types with this trait gain a +2 bonus to Stealth.

Cold as Ice: Ice Types with this trait are dangerously cold and are able to give others frostbite, just by being near them. Ice Types with this trait gain a +2 bonus to their Frostbite Saving Throw DC.

Ice Connoisseur: Ice Types with this trait love the idea of Frostbite, with it being almost a rite of passage in their society. Anytime the Ice Type inflicts the Frostbitten Status Condition, they gain a +2 bonus to all checks against the frostbitten target.

Ice Resistance and Weakness

Ice Types are defensively weak to Fighting, Rock, Steel and Fire Moves, taking 50% increased damage from these Moves.

Ice Types are defensively strong to Ice Moves, taking 50% decreased damage from these Moves.

Ice Type Moves are offensively strong against Flying, Ground, Grass and Dragon Pokemon, dealing 50% increased damage.

Ice Moves are offensively weak against Steel, Fire, Water and Ice Pokemon, dealing 50% decreased damage.

Ice Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Ice, Ice types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Ice, the player gains advantage on Frostbite Saves.

After taking 6 Levels in Ice, the player is immune to Frostbite Saves.

After taking 9 Levels in Ice, the player's Frostbite Saves are given at disadvantage.

After taking 12 Levels in Ice, the player is able to learn an additional Ice Ability.

After taking 15 Levels in Ice, the player is able to learn an additional Ice Ability.

After taking 18 Levels in Ice, the player gains the Ability Nor'Easter. Nor'Easter is a more powerful version of Snow Warning.

STAB

Ice Type Pokemon can add their STAB bonus to their Ice Type Moves.

Bug Type

Bug Type Pokemon are not known to be easily identifiable by their wide range of colors, but there are some features that many bug Pokemon possess. Many of these features include exoskeletons, multiple limbs, antenna, many of the features that actual bugs possess. These Pokemon also have a wide range of sizes, from the size of thimbles to the size of cards.

Colonial Hives

Many Bug Pokemon do not live in a specified biome, but encompass many of the biomes in the world. These Bug Types are able to adapt to many of the areas and become well suited, usually taking on the type of the biome that they live in. These Pokemon live in massive cities, or small hives, but the overall structures of these groups are the same. A Singular Queen is the leader of these packs and has many of her drone workers complete tasks and build out their base wherever they are. When another female is born into the hive, she is either exiled, murdered, or there is a peaceful revolt for the old queen to step down. Many of these hives would fail to work if the Queen was taken out of their lives before another Queen was established.

These Hives are extremely hostile to non hivers. These Pokemon will attack at any instance to drive off the predator, or random passerby from their habitat. They are extremely territorial and will stop at nothing to drive a suspecting Pokemon far from their hive. Due to this Territorial nature and them not having a true land to call home, these Pokemon are in constant fights with various Pokemon tribes or cities within the areas they live in.

Some workers escape the hive, or be a queen in the making that escaped her fate. These Pokemon are looking to find a new life far away from the hive,and wish to make a new life of their own. The male workers are more likely to be loyal and obedient followers to a party, highly due to their previous ways of living. While many females will not be able to resist the urge to try to be the leader of the pack, due to her life in the hive.

Apex Predators

Some Bug Types do not live within the safety of a hive or the confines of a society. These Bugs are Lonesome Pokemon that live on their own and ambush unsuspecting Pokemon. They thrive in any environment and will attack any Pokemon without hesitation. They are not easily reasoned with, due to being pretty barbaric in nature, and are only looking at other Pokemon as a tasty meal. These Pokemon normally have larger pincers, or mandibles, or some time of instrument used for striking at Pokemon. These Pokemon can be seen in groups, but that is rarely the case.

When seen out in the wild it is best to be cautious, due to if one is seen they are not looking at the party as a meal, but have already found theirs and are stalking them. These Pokemon can be

found constantly getting into scuffles over terrain, claiming it to be their turf, and are extremely hard to remove from a location. These Bug Types can almost be seen as pests, more than a nuisance.

Some Bug Types choose to live this life behind and live a more honorable path, and set out on an adventure to become a better Pokemon, both physically and morally. These Bug Types are extremely ferocious and are not to be trifled with.

Bug Type Traits

Players that choose the Bug Type, can choose from various traits when creating their character.

We Flight: Bug Types with this trait are more agile with their slender bodies, and better for running from fights. Bug Types with this trait gain a +2 bonus to Acrobatics.

We Fight: Bug Types with this trait have tougher exoskeletons and are more physically powerful to other bugs. Bug Types with this trait gain a +2 bonus to Athletics.

Are those Fangs: Bug Types with this trait have terrifying appendages be it stingers, claws, mandibles, or other items. Bug Types with this trait gain a +2 bonus to Intimidation.

Fucking Mosquito: Bug Types with this trait are evasive hunters, always lurking in the shadows of the foliage. Bug Types with this trait gain a +2 bonus to Stealth.

Survival of the Buggest: Bug Types with this trait fight other Pokemon and try to build homes in various biomes. Bug Types with this trait gain a +2 bonus to Survival.

Micro Lens: Bug Types with thai trait have additional lenses in their eyes to help decipher and find prey. Bug Types with this trait gain a +2 bonus to Perception.

Calcium Carbonate: Bug Types with this trait have a much studier and tougher carapace than other Bug Pokemon. Bug Types with this trait gain a +2 bonus to Evasiveness.

I'm too fast BOIIIIIIIIIII: Bug Types with this trait are extremely fast and are able to still use their limbs when hit with paralyzing attacks. Bug Types with this trait gain a +2 bonus to Paralysis Saving Throws.

Toxic Past: Bug Types with this trait are either venomous or poisonous themselves, or were in a previous generation. Bug Types with this trait gain a +2 bonus to Poison Saving Throws.

Bug Resistance and Weakness

Bug Types are defensively weak to Flying, Rock and Fire Moves, taking 50% increased damage from these Moves.

Bug Types are defensively strong to Fighting, Ground, and Grass Moves, taking 50% decreased damage from these Moves.

Bug Type Moves are offensively strong against Grass,Psychic and Dark Pokemon, dealing 50% increased damage.

Bug Moves are offensively weak against Fighting, Flying, Poison, Ghost,

Steel, Fire and Fairy Pokemon, dealing 50% decreased damage.

Bug Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Bug, Bug types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Bug, the player can make an AOO from 2nd-level Moves and lower.

After taking 6 Levels in Bug, the player can make an AOO from 4th level Moves and lower.

After taking 9 Levels in Bug, the player can make an AOO from 6th-level Moves and lower.

After taking 12 Levels in Bug, the player is able to learn an additional Bug Ability.

After taking 15 Levels in Bug, the player is able to learn an additional Bug Ability.

After taking 18 Levels in Bug, the player gains the Ability Hive Mind. Hive Mind allows the user to control a lower level regressed version of themselves..

STAB

Bug Type Pokemon can add their STAB bonus to their Bug Type Moves.

Ghost Type

Ghost Type Pokemon usually are various shades of purple with some undead traits associated with them. These Pokemon can be noticed by their wispy bodies, skull and crossbones accents, or a lack of a physical form. These Pokemon tend to stay in communities far from other Pokemon that are not Ghost Type.

Burial Grounds

Most Ghost Pokemon reside in the burial grounds of many Pokemon. These Sites are seen as “holy” resting grounds for the dead, where Ghost Pokemon help the Pokemon cross over to the afterlife. These Pokemon are held in high regard in the various areas that they reside in. These Pokemon are not to be trifled with as according to legend a poor relation with a Ghost Type can lead to an even unpleasant afterlife. These places they call home have stayed the same for the past millennia. Untouched by the Pokemon of the local area. The lives of these Pokemon are not extremely known due to some of them not having a true physical form, incorporeal in nature. These Pokemon are mainly seen when a Pokemon is soon to pass, or has already passed and been brought to their domain.

Many Pokemon do not see these Pokemon as death itself, and are not fearful or scared of them. The Pokemon see them to be kind souls that wish for the recently departed to have a safe and peaceful voyage to the afterlife. The Pokemon stay mainly hidden in the shadows or within their territory and rarely leave. They wish to maintain a peaceful living, and amicable relations with the nearby inhabitants.

Some may find a rogue Ghost Pokemon traveling from place to place, as if it was a wandering spirit. These are not to be mistaken with their spirit brethren. These Pokemon wish for a life more adventures and fruitful than living in their trusted, safe, and uninterrupted domains. These Pokemon have strong ties to their communities, and will be helpful in navigating barren lands where they live.

Floating Spirit

These Ghost Pokemon are rarer than their burial ground counterparts. These Ghost Types do not stay in place on lands known as sacred, but instead roam the world and areas bringing Pokemon closer to the afterlife. These Ghost Types lead lost travelers to locations deemed safe, but it is the opposite. These Pokemon do not help lead Pokemon to the afterlife, but begin a Pokemon’s afterlife process. These Pokemon do not follow the rules of their Burial Grounds counterparts, but are almost an exact opposite to them. These Pokemon do not have a physical place to call home, but travel making their new abode where Ghost Types are not found.

These Ghost Types may find the life of constantly traveling rather boring, and may implant themselves in various locations. They will establish a new home

in a tribe that does not have a Ghost Type present, and implements themselves a false protector. These Ghost Types are very dangerous due to their deceptive nature.

These Pokemon are not known to be adventurers to be a safe Pokemon. These Pokemon can be rather odd with their hunting tactics but are successful in their methods. These Ghost Types are not known to be on the Pokemon team, but if they are they hide their true intentions, but successfully brainwash their team to believe that the team is fighting for one cause and not the Ghost Types dreams.

Ghost Type Traits

Players that choose the Ghost Type, can choose from various traits when creating their character.

Incorporeal Form: Ghost Types with this trait have less physical forms, and appear more as apparitions. Ghost Types with this trait gain a +2 bonus to Acrobatics.

Casper the Friendly Ghost: Ghost Types with this trait are welcoming to others and wish to help Pokemon through times of grieving. Ghost Types with this trait gain a +2 bonus to Diplomacy.

3Spooky5Me: Ghost Types with this trait appear to be more ghastly in appearance and use this to scare others. Ghost Types with this trait gain a +2 bonus to Intimidation.

Tender Loving Words: Ghost Types with this trait spew alluring stories to Pokemon. Ghost Types with this trait gain a +2 bonus to Deception.

Knowledge from Beyond: Ghost Types with this trait possess the knowledge of those that have passed near them. Ghost Types with this trait have a +2 bonus to Knowledge.

Boo!: Ghost Types with this trait are able to hide in plain sight due to their translucent form, and heavy concentration. Ghost Types with this trait gain a +2 bonus to Stealth.

Algor Mortis: Ghost Types with this trait have extremely cold body temperatures. Ghost Types with this trait gain a +2 bonus to Frostbite Saves.

Instant Transmission: Ghost Types with this trait are adept hunters and are quick to the draw. Ghost Types with this trait gain a +2 bonus to Initiative.

No Muscles: Ghost Types with this trait do not have a true physical form and are hollow lacking muscles. Ghost Types with this trait gain a +2 bonus to Paralysis Saving Throws.

Ghost Resistance and Weakness

Ghost Types are defensively weak to Ghost and Dark Moves, taking 50% increased damage from these Moves.

Ghost Types are defensively strong to Poison and Bug Moves, taking 50% decreased damage from these Moves.

Ghost Type Moves are offensively strong against Ghost and Psychic Pokemon, dealing 50% increased damage.

Ghost Moves are offensively weak against Dark Pokemon, dealing 50% decreased damage.

Normal Types can become immune to Ghost Type Moves, after a certain amount of Levels.

Ghost Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Ghost, Ghost types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Ghost, Normal and Fighting are now a Resistance.

After taking 6 Levels in Ghost, Normal and Fighting are now an Immunity.

After taking 9 Levels in Ghost, the player gains advantage on Ability Suppression Saves..

After taking 12 Levels in Ghost, the player is able to learn an additional Ghost Ability.

After taking 15 Levels in Ghost, the player is able to learn an additional Ghost Ability.

After taking 18 Levels in Ghost, the player gains the Ability Wonder Guard. Wonder Guard protects the user from most Damage Types..

STAB

Ghost Type Pokemon can add their STAB bonus to their Ghost Type Moves.

Dragon Type

Dragon Type Pokemon are strong and imitating Pokemon, tall in stature in their final stages of evolution. These Pokemon have reptilian features, with razor sharp teeth, rough scales, and large bodies. Dragon Types are able to take on many Pokemon of the area, being more animalistic in nature compared to many of the other types.

Ancient Tribes

Most Dragon Types live in small communities in seclusion. They will stay in their communities not caring about the landscape, they will adapt. These Pokemon try to hide their existence from the other types due to years of their Titan brethren causing havoc in the local areas. They are still territorial if provoked when other Pokemon enter upon their lands. Dragon Types are some of the strongest Pokemon physically, and will show it. Their small communities try to stay far from others, but they do keep in touch with other Dragon Tribes. They are known to not cause issues with the other types within their community. They maintain borders with the other types, but will attack when others decide to walk onto their lands. They maintain small locations, but their territory is not to be trifled with.

These Dragon Types depend on all the Pokemon within their fellow tribe to do their jobs. The tribe have strict jobs that the Pokemon within the tribe must fulfill to meet and complete the daily tasks for the tribe. These Pokemon continue to live in old customs, continuing it with each generation. They are deep rooted in their customs of preserving their heritage of being dominant types.

Some Dragon Types will leave this life not knowing of the ridicule and danger that is out there for them. By leaving their tribes they will face disdain and hatred for the problems that their ancestors caused. But a few have risen up to become more notable Pokemon of their time, but not without years of building an image for themselves.

Territorial Titans

There are a few Dragon Types that live in packs, and don't choose any area as their territory, but because everything is their territory. These Pokemon roam the areas taking whatever they see as theirs with their more primitive ways. These Dragon Types are not to be trifled with due to the ferocious aggression that they hold. Running from these Pokemon is always an option. These Roaming bands of Pokemon attack everything on sight, and don't talk like many Pokemon due, but use the old language of growls to interact with each other. These Dragon Types dislike Dragon Tribes due to them becoming small territory owners, instead of owners of the rightful land that is theirs. These Pokemon will always attack Dragon Types not a part of their pack immediately.

These Dragon Types live in packs with an alpha as their leader. This alpha is

the strongest of the other Pokemon within their tribe, normally the final stage of their evolution line. Sometimes this might be the case, but it is a rare occurrence. These Dragon Types roam the land in their packs, never stopping in one location more than once.

It is rare for a Dragon Type to leave the pack, but it can happen due to a dispute with the alpha, where the Pokemon was exiled from the pack. These Dragon Types are not friends of any Pokemon but instead are a single pack, that may pick up other roamers to build their new pack, or they may leave this life and try to become less of a threat to other Pokemon.

Dragon Type Traits

Players that choose the Dragon Type, can choose from various traits when creating their character.

Slender Dragon: Dragon Types with this trait are agile due to their long slender bodies. Dragon Types with this gain a +2 bonus to Acrobatics.

What a Big Boi: Dragon Types with this trait have tough hardened bodies enlarging in mass. Dragon Types with this trait gain a +2 bonus to Athletics.

Bad Deal: Dragon Types with this trait use less physical attacks, and use mind games to get their prey. Dragon Types with this trait gain a +2 bonus to Deception.

Draconic Presence: Dragon Types with this trait are more terrifying using their presence to cause Pokemon to fear them. Dragon Types with this trait gain a +2 bonus to Intimidation.

Draconic Knowledge: Dragon Types with this trait with the scouts in their territory relaying information back to them. Dragon Types with this trait gain a +2 bonus to Knowledge.

Elusive Liard: Dragon Types with this trait due to their ambush tactics taking down prey. Dragon Types with this trait gain a +2 bonus to Stealth.

Fiery Passion: Dragon Types with this trait due to living in hotter environments are able to handle the heat. Fire Types with this trait gain a +2 bonus to Burn Saves.

Ancestral Heritage: Dragon Types with this trait have a royal ancestry due to the prevalence of poisonous Pokemon in the area. Dragon Types with this trait gain a +2 bonus to Poison Saves.

Strong Reflexes: Dragon Types with this trait have stronger reflexes and impressive control over their motor functions. Dragon Types with this trait gain a +2 bonus to Paralysis Saves.

Dragon Resistance and Weakness

Dragon Types are defensively weak to Ice, Dragon and Fairy Moves, taking 50% increased damage from these Moves.

Dragon Types are defensively strong to Fire, Water, Grass and Electric Moves, taking 50% decreased damage from these Moves.

Dragon Type Moves are offensively strong against Dragon

Pokemon, dealing 50% increased damage.

Dragon Moves are offensively weak against Steel Pokemon, dealing 50% decreased damage.

Fairy Types can become immune to Dragon Type Moves, after a certain amount of Levels.

Dragon Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Dragon, Dragon types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Dragon, the player is able to learn an additional Dragon Ability.

After taking 6 Levels in Dragon, the player is able to learn an additional Dragon Ability.

After taking 9 Levels in Dragon, the player is able to learn an additional Typeless Ability.

After taking 12 Levels in Dragon, the player is able to learn an additional Dragon Ability.

After taking 15 Levels in Dragon, the player is able to learn an additional Dragon Ability.

After taking 18 Levels in Dragon, the player gains the Ability Draconic Lineage. Draconic Lineage allows the player to survive longer in battles.

STAB

Dragon Type Pokemon can add their STAB bonus to their Dragon Type Moves.

Steel Type

Steel Type Pokemon are hardy creatures and normally have some type of metal embedded into their bodies, or being a sentient piece of metal. These Pokemon have hard metallic bodies due to the copious amount of metals and minerals that are in their diets. They can also have metal horns, spikes, claws, or other sharp appendage due to their Steel Typing. Steel Types don't have a true biome, instead in fortresses made of metal in various ways, or living deep in the caverns of the earth

Roaming Fortress

Most Steel Types will live in large cities that they move from place to place acquiring ore for their people to eat. These Pokemon use the ore to be consumed by the people and to power their large rolling fortresses when moving. These Pokemon rely on a monarch system with a singular King or Queen at the helm. They refer to their ruler as the Crown, but this is also used for the kingdom overall. These Pokemon get into constant territory disputes with other Pokemon, by impeding onto their lands when moving their castles. These Pokemon will defend their newfound territory and be in constant conflicts with the local Pokemon. They will bore out the minerals in the area that they deem usable to them before roaming to new land to retrieve ore.

If these Pokemon come in contact with another Roaming Fortress, the two sides will go to all out war attacking each other and taking the loser's Pokemon into their ranks to serve the true Crown. There are constant territory disputes for these Pokemon, so their aggression knows no bounds. They will fight others who come near their city, unless they have been blessed or given the mark of the Crown to be given safe passage.

If a Pokemon has defected from the Crown and has chosen to live a new life on the road, serving themselves. No longer being a mindless soldier in endless wars, the Steel Types use their strong character to help the people instead of the Crown.

Iron Miners

Some Steel Types don't live in the massive city like structures under the crown but as simple miners that live deep underground, or in mountains. These Steel Types live in simple small communities that try to keep the peace with their neighbors only taking ore from the cities that don't have claim on the area they live in. They will even work as simple miners for the Rock Types that live in the area so that conflict can be avoided. These Pokemon are not fearful of others, but try to distance themselves from their war brethren on the surface. They enjoy their peaceful life under the earth.

Unlike their surface dwelling brethren who use kings and queens, these Pokemon have a reliable elder who speaks for the group, usually older, but a young one can embrace this title. This

leader continues the peaceful relations that the group has with the other Pokemon in the areas they inhabit.

Rarely a Steel Type will leave their small community to search for a new life above ground. These Steel Types are unsure about the ways of the world due to constant years with their families beneath the earth. These adventures are naive and wish to help others but are weary of other Steel Types due to stories of the Roaming Fortress.

Steel Type Traits

Players that choose the Steel Type, can choose from various traits when creating their character.

Adamantium Bones: Steel Types with this trait have stronger and denser bones being almost pure metal. Steel Types with this trait gain a +2 bonus to Athletics.

Metallic Brain: Steel Types with this trait have hardened brains storing all information they come across. Steel Types with this gain a +2 bonus to History.

Steel Resolve: Steel Types with this trait are unsure of outsiders and must know the characters coming into their kingdom. Steel Types with this trait gain a +2 bonus to Insight.

The Crown: Steel Types with this trait appear more terrifying due to the increase in spikes and spines on their body. Steel Types with this trait gain a +2 bonus to Intimidation.

Metal Diet: Steel Types with this trait are known to stomach many substances, from living off the land. Steel Types with this trait gain a +2 bonus to Survival.

Iron Sight: Steel Types with this trait are always alert and use their metallic eyes to do so. Steel Types with this trait gain a +2 bonus to Perception.

Duh that's Steel: Steel Types with this trait have extremely hard carapaces and are able to deflect attacks at ease. Steel Types with this trait gain a +2 bonus to Evasiveness.

Wolverine Claws: Steel Types with this trait have much tougher and sharper claws to deal heavy damage. Steel Types with this trait deal an additional 2 Steel damage on contact moves.

Melting Point: Steel Types with this trait have heat resistant hides due from being closer to the core. Steel Types with this trait gain a +2 bonus to Burn Saves.

Steel Resistance and Weakness

Steel Types are defensively weak to Fighting, Ground and Fire Moves, taking 50% increased damage from these Moves.

Steel Types are defensively strong to Normal, Flying, Rock, Bug, Steel, Grass, Psychic, Ice, Dragon and Fairy Moves, taking 50% decreased damage from these Moves.

Steel Type Moves are offensively strong against Rock, Ice and Fairy Pokemon, dealing 50% increased damage.

Poison Moves are offensively weak against Steel, Fire, Water and Electric Pokemon, dealing 50% decreased damage.

Steel Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Steel, Steel types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Steel, Poison is now a Resistance.

After taking 6 Levels in Steel, Poison is now an Immunity.

After taking 9 Levels in Steel. The player gains a Burrow Speed of 30

After taking 12 Levels in Steel, the player is able to learn an additional Steel Ability.

After taking 15 Levels in Steel, the player is able to learn an additional Steel Ability.

After taking 18 Levels in Steel, the player gains the Ability Stance Change. Stance Change allows the user to be even more offensive or defensive depending on stance.

STAB

Steel Type Pokemon can add their STAB bonus to their Steel Type Moves.

Dark Types

Dark Type Pokemon vary in different forms, but usually have a dark hue coloring in their fur or skin. This can be colors like black, burgundy, navy, etc. These Pokemon can have different features, but none are truly common amongst the Pokemon. This allows Dark types to inhabit many niches due to this versatility. Additionally Dark Pokemon can be seen during the day, but normally they will be out at night due to their easy camouflage.

Midnight Raiders

Most Dark Types live in small bands that roam the lands ambushing Pokemon under the cover of night. These Pokemon only see their crew as their family and roam around the land looking for new targets. These Dark Types will use cheap tactics to get what they want, usually ambush tactics. These Pokemon are intelligent Pokemon that don't just use their physical might. With their dark tactics, and use of playing “dirty” to help win the combat. These Pokemon are able to excel in these dark locations, using both brain and brawn. They set up small camps along as they go where they go, pillaging all camps as they go. They don't try to hurt other Pokemon necessarily, but use their cheap tactics to immobilize targets so they can take the ambushed group's belongings.

These Pokemon usually have a leader who is the eldest in the group. This Pokemon has more experience on the road and teaches the crew about their tactics on how to succeed on a hunt. These Dark Types have not necessarily been on the road for a long time, but have come across many Pokemon in a short time frame.

Dark Types within the group, may leave to enjoy a life not on the run. These Dark Types are seen poorly on their adventures and are often shunned. These Pokemon can be welcomed and are necessary at times, being an evil to fight evil. These Dark Types excel at ambushes and sneaking around using their assets from the run to their advantage.

Underground Network

Some Dark Types do not live in raiding groups that attack Pokemon in the dead of night, but instead use the night to do recon. These Dark Types are a part of a massive sprawling organization that utilizes the black of night to collect information. These Dark Types use this information to keep the other types in a sort of checks and balances. They gather intel in the dark of night to relay back to their command posts. Dark Types apart of the network are regular citizens in their home territories, but when night comes their second job starts. They do reconnaissance missions in the area to relay details back to their leaders. These leaders then relay the information from their operatives back to the leaders. No one within the syndicate knows where the leaders are, or even who they are, but they always find a way to get this info.

These Dark Types do not acknowledge the Network, stating that they are just rumors told to young Pokemon to stay in line. These Pokemon are often full of life and try not to use tricks on other Pokemon in their community.When nightfall comes, they distrust any Pokemon that are not their immediate commanders, who they relay info to. These Pokemon are elusive at night, and everywhere by day.

It is rare for a Dark Type to truly leave the Network, but it can happen. These Dark Types no longer cared to just relay information, but wanted to act upon these instincts.These Pokemon wish to use their years of reconnaissance as a resource to help others.

Dark Type Traits

Players that choose the Dark Type, can choose from various traits when creating their character.

Black Cat Physics: Dark Types with this trait have adapted to contort their bodies using the shadows to their advantage. Dark Types with this trait gain a +2 bonus to Acrobatics.

Who, me?: Dark Types with this trait enjoy making deals with others, but under false pretenses due to their cunning nature. Dark Types with this trait gain a +2 bonus to Deception.

Shadows Never Lie: Dark Types with this trait understand that there can be information between the lines in contracts. Dark Types with this trait gain a +1 bonus to Insight.

Shadow Walker: Dark Types with this trait are able to easily hide in plain sight, using the shadows to their advantage. Dark Types with this trait gain a +2 bonus to Stealth.

Thieving Eyes: Dark Types with this trait have their eyes on a swivel, due to their past from being on the hunt. Dark Types with this trait gain a +2 bonus to Perception.

Shadow Living: Dark Types with this trait are used to living life on the run, and using scavenger tactics. Dark Types with this trait gain a +2 bonus to Survival.

Now You Don't: Dark Types with this trait are extremely nimble, and are able to evade at ease. Dark Types with this trait gain a +2 bonus to Paralysis Saves.

Now You See Me: DarkTypes are able to use their ambush tactics from the past to give them the first attack in a battle. Dark Types with this trait gain a +2 bonus to Initiative.

It's Just a Prank Bro: Dark Types with this trait understand the tactics of fighting, and use cunning skills to weaken Pokemon before going for the final hit. Dark Types with this trait gain a +2 bonus to Status Move Saving Throw DC.

Dark Resistance and Weakness

Dark Types are defensively weak to Fighting, Bug and Fairy Moves, taking 50% increased damage from these Moves.

Dark Types are defensively strong to Ghost and Dark Moves, taking 50% decreased damage from these Moves.

Dark Type Moves are offensively strong against Ghost and Psychic Pokemon, dealing 50% increased damage.

Dark Moves are offensively weak against Fighting, Dark and Fairy Pokemon, dealing 50% decreased damage.

Dark Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Dark, Dark types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Dark, Psychic is now a Resistance.

After taking 6 Levels in Dark, Psychic is now an Immunity.

After taking 9 Levels in Dark. The player gives disadvantage on Priority Moves against them.

After taking 12 Levels in Dark, the player is able to learn an additional Dark Ability.

After taking 15 Levels in Dark, the player is able to learn an additional Dark Ability.

After taking 18 Levels in Dark, the player gains the Ability Power of Alchemy. Power of Alchemy increases the stats boosts of the user..

STAB

Dark Type Pokemon can add their STAB bonus to their Dark Type Moves.

Fairy Type

Fairy Type Pokemon are a rare Pokemon type that were not discovered till recently. These Pokemon have been helpful in fighting back against the dominance of dragon types in the regions. Fairy Types don't have an exact basis, but their colors normally are a shade of pink. Besides pink, these Pokemon can also include pale shades of other colors. Fairy Types normally resemble items of myth and legend, such as "Fairy Tales" or can be more nasty in nature similar to the "Grimm Tales."

Miracle Worker

These Fairy Types live in small communities within larger cities. These Pokemon stay in the cities without issues, even though they do not have matching Types at times. These Pokemon are seen as resourceful due to their Fairy nature being strong against Dragons. These Pokemon are able to keep the savages at bay so that the city does not have to deal with an attack in case a larger group comes by to attack. These Pokemon can include a single Fairy living in a small Tribe, or even a whole community living in a massive city. These Pokemon will come out of their home to defend the town from threats, especially, mainly, dragon threats. These Fairy Types are resourceful and are looked highly upon within the towns they reside in.

These Fairy Types due to the different sizes of their communities, there is not an exact way to tell how the community is run. Normally an elder who was voted upon by the group will be the figurehead and in charge of the Fairy Types that reside in the town. These Fairy Types highly rely on each other to keep each other in check for safety reasons. Due to their low population size, these Fairy Types rely on each, safety in numbers.

Some Fairy Types will leave the safety of their community and want to live a life, rather than just a defender for a single city. These Fairy Types are excellent companions who use their new found powers to help protect and boost the party, as well as taking down other pokemon through trickery.

Ultimate Trickster

These Fairy Types do not live within cities, but in small communities outside of them. Their towns are not close to the major cities, but they masquerade themselves as smaller versions of these towns. These Pokemon are used to using tricks and perfecting their pranks on their fellow townspeople. Some of them do this for a quick laugh, others still enjoy the laugh, but will try to hurt a Pokemon to get their laugh. They enjoy visitors to their towns, so they can use their pranks on Pokemon that aren't suspecting it. These Fairy Types enjoy the chaotic nature of their communities and thrive on the constant battles with each other, as it's usually in good faith.

Pokemon that come to the area may see these towns as useless stops. Where Pokemon are constantly at each

other's throats in a full nonsense chaotic home. But these towns need the constant pranks and chaos within their town to keep the Pokemon at peace, and if a Pokemon takes it too far, there are still rules to be upheld. These Fairy Types look to not be functioning, but that is far from the truth. They are a high functioning town with these constant deceptions.

Fairy Types that come from this society are tired of the constant pranks and lack of leadership in their towns, so they move on. Fairy Types with life are able use these everyday tactics out in the world to help others, but still can fall back on their roots with messing with other Pokemon, even their own team.

Fairy Type Traits

Players that choose the Fairy Type, can choose from various traits when creating their character.

King Me MOFO: Fairy Types with this trait are a little older and don't use childish games like their younger counterparts, but instead sophisticated words. Fairy Types with this trait gain a +2 bonus to Diplomacy.

Eat the Apple Gurl: Fairy Types with this trait love to pull elaborate pranks over the most mundane tasks and conversations. Fairy Types with this trait gain a +2 bonus to Deception.

Grim Tales: Fairy Types with this trait understand their lack of a past by living in the dark, and know where they come from. Fairy Types with this trait gain a +2 bonus to History.

Red Riding Hood: Fairy Types with this trait are used to their own kind committing pranks on each other and know when a deal sounds too sweet. Fairy Types with thai trait gain a +2 bonus to Insight.

Where's Peter Pan: Fairy Types with this trait don't like to be the but end of a joke and will search for any traps in an area so they aren't caught off guard. Fairy Types with this trait gain a +2 bonus to Investigation.

Fairy Tale: Fairy Types with this trait actually branch away from their lives at home and study the other types in the area instead. Fairy Types with this trait gain a +2 bonus to Knowledge.

Fairy Dust: Fairy Types with this trait are able to put a little more magic and umph into their debilitating moves. Fairy Types with this trait gain a +2 bonus to Stat Drop Saving Throw DC.

Fairy Magic: Fairy Types with this trait are a little more harmful with their ranged attacks, always using a pit more extra dust than they even realize. Fairy Types with this trait deal an additional 2 Fairy damage on ranged attacks.

Cold Tales: Fairy Types with this trait live in colder environments than the plains and jungles that most of their counterparts live. Fairy Types with this trait gain a +2 bonus to Frostbite Saves.

Fairy Resistance and Weakness

Fairy Types are defensively weak to Poison and Steel Moves, taking 50% increased damage from these Moves.

Fairy Types are defensively strong to Fighting, Bug and Dark Moves, taking 50% decreased damage from these Moves.

Fairy Type Moves are offensively strong against Fighting, Dragon and Dark Pokemon, dealing 50% increased damage.

Fairy Moves are offensively weak against Poison, Steel and Fire Pokemon, dealing 50% decreased damage.

Fairy Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Fairy, Fairy types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Fairy, Dragon is now a Resistance.

After taking 6 Levels in Fairy, Dragon is now an Immunity.

After taking 9 Levels in Fairy. The player gains advantage on Secondary Effect Saves..

After taking 12 Levels in Fairy, the player is able to learn an additional Fairy Ability.

After taking 15 Levels in Fairy, the player is able to learn an additional Fairy Ability.

After taking 18 Levels in Fairy, the player gains the Ability Magical Field. Magical Field is a more powerful version of Misty Surge.

STAB

Fairy Type Pokemon can add their STAB bonus to their Fairy Type Moves.

Normal Type

Normal Type Pokemon, sound exactly as one would think. These Pokemon do not normally have flashy colors or unique characteristics like fire spewing from their tails. That could be the uniqueness of the Normal Type that they don't possess flashy attributes, but appear as normal animals. These Pokemon do have the ability to take on the attributes of an area fully adapting to all biomes unlike their other type counterparts.

Average Joe

Unlike most of the other types, there are no true groups of normal types left. Over time, many of the normal groups that were known, disappeared and joined into the groups or societies of the area. These Normal Types are able to use their ability of not excelling in one type, but being a jack-of-all-trades to their advantage. These Pokemon are able to utilize the powers of the other types in their everyday lives. One day they can excel at using Fire Moves, and the next day they can excel at using various Rock Moves. These Pokemon are exceptional users of the various types. Not only that, but the simple moves of Normal Types, all Pokemon can learn, are mastered by them.

These Normal Types, if broken down into two different categories, can be broken down into Mono Types and Duo Types.

Normal Type Pokemon excel at using their primary type of Normal, and have access to some incredible abilities that let them change the tide of battle. These Mono Types are able to harness the power within them to have access to all the moves and abilities, harnessing two types the best, but still having access to all. These Pokemon can take on the attributes of other types while maintaining their Normal prowess.

Other Normal Types still excel at being Normal, but have been able to take on the attributes of other types becoming a Duo Type. These Pokemon excel at Normal as well as their secondary Typing allowing them to less moves, but still excelling at them. These Pokemon are less generalists as their Mono brethren but are still strong. These Pokemon can be found within all the biomes, in herds, mountains, volcanoes, the sky, and even deep below the waves. These Pokemon have been able to adapt to their surroundings taking on the types of their biomes.

These Pokemon can often be found looking for a new life adventuring to bring new life to the Normal Types. Due to being one of the original Pokemon on this world, they have knowledge of various skills at their disposal. They follow their own moral compass, and continue driving a path for more Normal Types to expand on their way of life and teachings. They are formidable foes, and great allies in times of need. They follow the way of Arceus, the holiest of Mythical Pokemon.

Normal Type Traits

Players that choose the Normal Type, can choose from various traits when creating their character.

Acrobat: Normal Types with this trait gain a +2 bonus to Acrobatics.

Athlete: Normal Types with this trait gain a +2 bonus to Athletics.

Diplomat: Normal Types with this trait gain a +2 bonus to Diplomacy.

Historian: Normal Types with this trait gain a +2 bonus to History.

Insightful: Normal Types with this trait gain a +2 bonus to Insight.

Intimidator: Normal Types with this trait gain a +2 bonus to Intimidation.

Investigator: Normal Types with this trait gain a +2 bonus to Investigation.

Knowledgeable: Normal Types with this trait gain a +2 bonus to Knowledge.

Naturalist: Normal Types with this trait gain a +2 bonus to Nature.

Perceptive: Normal Types with this trait gain a +2 bonus to Perception.

Performer: Normal Types with this trait gain a +2 bonus to Performer.

Stealthy: Normal Types with this trait gain a +2 bonus to Stealth.

Survivalist: Normal Types with this trait gain a +2 bonus to Survival.

Initiator: Normal Types with this trait gain a +2 bonus to Initiative.

Saver (Mono): Normal Types with this trait gain a +2 bonus to Saving Throws.

Difficult (Mono): Normal Types with this trait gain a +2 bonus to Saving Throw DC.

Accurate (Mono): Normal Types with this trait gain a +2 bonus to Accuracy.

Evasive (Mono): Normal Types with this trait gain a +2 bonus to Evasiveness.

Physical: Normal Types with this trait deal an additional 2 Normal damage on contact Moves.

Special: Normal Types with this trait deal an additional 2 Normal damage on ranged Moves.

Normal Resistance and Weakness

Normal Types are defensively weak to Fighting Moves, taking 50% increased damage from these Moves.

Normal Types are defensively strong to No Moves, taking 50% decreased damage from these Moves.

Normal Type Moves are offensively strong against No Pokemon, dealing 50% increased damage.

Normal Moves are offensively weak against Rock and Steel Pokemon, dealing 50% decreased damage.

Normal Type Bonuses

Additionally to what is listed above, after taking a certain amount of levels in Normal, Normal types unlock type specific traits.

Level Bonuses

After taking 3 Levels in Normal, Ghost is now a Resistance.

After taking 6 Levels in Normal, Ghost is now an Immunity.

After taking 9 Levels in Normal. The player is able to learn an additional Typeless Ability.

After taking 12 Levels in Normal, the player is able to learn an additional Normal Ability.

After taking 15 Levels in Normal, the player is able to learn an additional Normal Ability.

After taking 18 Levels in Normal, the player gains the Ability Advanced. Ability Advanced increases the damage of all Moves.

STAB

Normal Type Pokemon can add their STAB bonus to their Normal Type Moves.

Chapter 3: Pokemon Abilities

In Pokemon there are plenty of Abilities for a Pokemon to have. As stated earlier, most Pokemon can get one of three abilities available to them. But like in other tabletop games, characters can receive multiple abilities as their character grows and this is continued in this game. Abilities complement a player's style, and allow them to build a character how they would like. Most Abilities are locked behind chains, requiring either a level, certain moves learned, as well as Type.

When a player creates their Pokemon they are able to choose from multiple types. If a Player chooses to be a Fire and Electric Type, they are able to choose abilities from the Fire Abilities, Electric Abilities, as well as Normal Abilities. Additionally since the player is able to choose two additional types to learn moves from, this includes abilities. Besides the regular abilities that are gated by Type, there are some abilities that are called Typeless Abilities that are available at 6th-Level and 12th-Level.

Additionally some abilities are locked behind a chain, needing a previous ability to unlock it. An ability called Drought is a powerful Fire Ability. To learn Drought a player must be a 7th-Level Fire Type, the Ability Solar Power, the Ability Magma Armor, and the Ability Blaze. The Player must learn these abilities before allowing the Player access to the Ability Drought.

Typeless Abilities are powerful abilities that can be key to a Pokemon's defense and or offensive capabilities. This can include an Ability called Iron Fist. Iron Fist increases the damage of Moves with the punch key word, which allows weaker moves to be more powerful.

Going back to the example of Ash and Oak the Pikamander, he had chosen the Dragon Type and the Steel Type. This allows Oak to learn Abilities from both the Dragon and Steel Types. At character creation Oak gained the abilities Blaze and Transistor. But at 3rd-Level Oak will be able to learn new abilities from either Fire, Electric, Normal, Dragon or Steel Abilities. Since he knows that he wants his character to be a ranged special attacker that utilizes the weather and terrain he will choose to spec his abilities in. Wanting to choose to focus on Fire earlier in his build, he will choose the Ability Magma Armor at 3rd-Level, which gives him a bonus to Status Condition Saving Throw DC. At 6th-Level Oak will choose Adaptability, to increase the overall damage output for his Fire and Electric Moves.

Fire Abilities

Fire Types gain access to a plethora of abilities that give bonuses to raw damage, Burn Saving Throw DC, as well as Status Condition Saves. Additionally Fire Types can access a powerful weather effect known as Harsh Sunlight. Fire Types are able to keep heat high, and when it gets hot, they make it even hotter. Being able to cause their Burns to heal them, so they can continue burning down the opposing force, one forest fire at a time. Some Fire types even gain the ability to rend themselves of their Fire, and control aspects of other types.

Blaze

Increase the Die Rolled of Fire Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Fire Level

White Smoke

Increase the Saving Throw against Stat Drop Saving Throws by 1. Increase the Save bonus to 2 at 5-levels of Fire, 3 at 9-levels of Fire, 4 at 13-levels of Fire, and 5 at 17-levels of Fire.

Prerequisites:

- 2 Fire Levels
- Blaze Ability

Magma Armor

The Saving Throw Bonus from White Smoke is now applied to Status Condition Saving Throws. This bonus is doubled for Frostbite Saving Throws. Additionally if Fire was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Fire Levels
- Blaze Ability
- White Smoke Ability

Flare Boost

Increase the Die Rolled of Super Effective Moves by 1. This increases to 2 at 9-Levels of Fire, 3 at 17-Levels of Fire. The bonus is doubled if the User is afflicted with a Status Condition or if a Fire Move hits the User.

Prerequisites:

- 6 Fire Levels
- Blaze Ability
- White Smoke Ability
- Magma Armor Ability

Turboblaze

Ignore Enemies Abilities that impede Moves negatively (IE Lightning Rod, Levitate, Water Absorb etc). The target of the Move can roll a Save depending on the Move used to ignore this effect.

Prerequisites:

- 8 Fire Levels
- Blaze Ability
- White Smoke Ability
- Magma Armor Ability
- Flare Boost Ability

Fire Striker

Increase the Saving Throw DC of Status Condition Saving Throws by 1. Increase the Save bonus to 2 at 5-levels of Fire, 3 at 9-levels of Fire, 4 at 13-levels of Fire, and 5 at 17-levels of Fire.

Prerequisites:

- 2 Fire Levels
- Blaze Ability

Solar Power

Increase the Die Rolled of Moves by 1. This increases to 2 at 9-Levels of Fire, 3 at 17-Levels of Fire. This Bonus is doubled when in Harsh Sunlight. Additionally when in Harsh Sunlight the Users takes DOT Damage at the end of the round.

Prerequisites:

- 4 Fire Levels
- Blaze Ability
- Fire Striker Ability

Drought

The user is able to create Harsh Sunlight as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day. Additionally the user is able to take the Grass Abilities Leaf Guard and Chlorophyll disregarding the Prerequisites.

Prerequisites:

- 6 Fire Levels
- Blaze Ability
- Fire Striker Ability
- Solar Power Ability

Healing Flames

The User's Non Fire Moves now cause targets to make a Burn Saving Throw. Moves that cause the Burn Status Condition, double the Bonus from Fire Striker. Additionally if a Pokemon Suffers from a Burn, the user heals the same amount that the Target takes as Damage. Additionally if the user is in Harsh Sunlight, they heal the DOT from Solar Power.

Prerequisites:

- 8 Fire Levels
- Blaze Ability
- Fire Striker Ability
- Solar Power Ability
- Drought Ability

Flame Body

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or be Paralyzed. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Fire, 3 at 9-levels of Fire, 4 at 13-levels of Fire, and 5 at 17-levels of Fire.

Prerequisites:

- 2 Fire Levels
- Blaze Ability

Heat Conductor

Fire Moves targeted at Allies within a 30ft radius of the user are redirected to the user. This increases to 60ft at 9 levels of Fire. 90ft at 13 levels of Fire. Additionally if Fire was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Fire Levels
- Blaze Ability
- Flame Body Ability

Flash Fire

Increase the Die Rolled of Moves each time the User is hit with a Fire Move. This Bonus increases to 2 at 9-Levels of Fire, and 3 at 17-Levels of Fire. Additionally if Fire was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 6 Fire Levels
- Blaze Ability
- Heat Conductor Ability

Libero

When the User uses a Move, the User changes their Type to match the Type of the Move Used for the remainder of the round. If the User uses a Water Move, they become Water etc. Increase the Die Rolled of the next move used when Libero is activated.

Prerequisites:

- 6 Fire Levels
- Blaze Ability

Desolate Land

Improve Drought to Desolate Land, as well as the effects of Sunny Day. Harsh Sunlight is now changed to Extremely Harsh Sunlight. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Fire Levels
- 8 Fire Abilities

Water Abilities

Water Types gain access to a plethora of abilities that give bonuses to Status Conditions Saves, Contact Reduction Saves, and innate passive healing. Additionally Water Types can access a powerful weather effect known as Heavy Rainfall. Water Types are relentless and stall defensively while within the rain. They also gain access to 2 strong Special Attacking Abilities if they would prefer to stay at range.

Torrent

Increase the Die Rolled of Water Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Water Levels

Suction Cups

Increase the Saving Throw against Can't Flee, Bound and DOT Saves by 1. Increase the Save bonus to 2 at 5-levels of Water, 3 at 9-levels of Water, 4 at 13-levels of Water, and 5 at 17-levels of Water.

Prerequisites:

- 2 Water Levels
- Torrent Ability

Storm Drain

Water Moves targeted at Allies within a 30ft radius of the user are redirected to the user. This increases to 60ft at 9 levels of Water. 90ft at 13 levels of Water. Additionally if Water was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Water Levels
- Torrent Ability
- Suction Cups Ability

Water Absorb

If a water move would hit the user the user would instead heal for 50% of the damage that would have been dealt. This is increased to 100% at 10 Water Levels. Additionally if Water was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- Suction Cups Ability
- Storm Drain Ability

Dry Skin

While under the effects of Heavy Rain heal ½ DOT at the end of the combat round. Additionally while under the effects of Harsh Sunlight take ½ DOT at the end of the round.

Prerequisites:

- 2 Water Levels
- Torrent Ability

Rain Dish

While under the effects of Heavy Rain heals double the DOT damage at the end of the combat round. Additionally take half the damage from Dry Skin at the end of the round.

Prerequisites:

- 4 Water Levels
- Torrent Ability
- Dry Skin Ability

Swift Swim

While under the effects of Heavy Rain gain a +2 Bonus to Speed. This increased to +3 at 7-Levels of Water, +4 at 9-levels of Water, +5 at 11-levels of Water, +6 at 13-levels of Water, +7 at 15-levels of Water, +8 at 17-levels of Water, +9 at 19-Levels of Water. Additionally double Initiative bonus under the effects of Heavy Rain.

Prerequisites:

- 4 Water Levels
- Torrent Ability
- Dry Skin Ability

Drizzle

The user is able to create Heavy Rain as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- Dry Skin Ability
- Swift Swim Ability

Water Veil

Increase the Saving Throw against Status Condition Saves by 1. Additionally increase the Saving Throw Bonus to 2 at to 2 at 5-levels of Water, 3 at 9-levels of Water, 4 at 13-levels of Water, and 5 at 17-levels of Water.

Prerequisites:

- 2 Water Levels
- Torrent Ability

Hydration

Double the Bonus from Water Veil. Additionally while under the effects of Heavy Rain gain the ability to reroll a failed Status Condition Save at the end of a round.

Prerequisites:

- 4 Water Levels
- Torrent Ability
- Water Veil Ability

Water Bubble

Triple the Bonus from Water Veil. Additionally gain the ability to reroll any failed Status Condition Save at the end of the round, regardless of Weather conditions.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- Water Veil Ability
- Hydration Ability

Damp

Take 50% reduced damage from Self-Destruct, Explosion, Mind Blown, and Misty Explosion. Additionally gain a Physical Saving throw against the Contact Damage from Iron Barbs, etc. Add the Save Bonus from Water Veil to these Saves.

Prerequisites:

- 8 Water Levels
- Torrent Ability
- Water Veil Ability
- Hydration Ability
- Water Bubble Ability

Propeller Tail

Ignore Enemies Abilities that impede Moves negatively (IE Lightning Rod, Levitate, Water Absorb etc). The target of the Move can roll a Save depending on the Move used to ignore this effect.

Prerequisites:

- 8 Water Levels
- Torrent Ability
- Water Veil Ability
- Hydration Ability
- Water Bubble Ability

Mega Launcher

Increase the Die Rolled of Pulse Moves by 1. This increases to 2 at 9-Levels of Water, 3 at 17-Levels of Water. See Pulse Move Table. Additionally the saves of these Move are given at Disadvantage.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- 2 Pulse Moves

Liquid Voice

Increase the Die Rolled of Sound Moves by 1. This increases to 2 at 9-Levels of Water, 3 at 17-Levels of Water. See Sound Move Table. Non Water Type Based Sound Moves become Water Moves. Additionally the saves of these Move are given at Disadvantage.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- 2 Sound Moves.

Gulp Missile

After a Target confirms a hit on the User, the User launches a jet at the Target. If the User is above 50% Maximum HP the target takes Current Burn Damage, and must roll a Physical Save. Failed Saves result in a 1 Stage Physical Defense Drop. If below 50% Maximum HP the target must roll a Save. Failed saves result in Paralysis.

Prerequisites:

- 4 Water Levels
- Torrent Ability

Schooling

The User increases outgoing damage by 1 Die Rolled, and decreases incoming damage by 1 Die Rolled. The Pokemon additionally increase their Size category by 1. Both the Die Rolled and Size increase by 1 at 11-Levels of Water, and 2 at 15 Levels of Water. The user additionally changes all current and future Hit Die to a 1d6.

Prerequisites:

- 6 Water Levels
- Torrent Ability
- Gulp Missile Ability

Primordial Sea

Improve Drizzle to Primordial Sea, as well as the effects of Rain Dance. Heavy Rain is now changed to Torrential Downpour. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Water Levels
- 8 Water Abilities

Grass Abilities

Grass Types gain access to a plethora of abilities that give bonuses Berries, Harsh Sunlight, and natural defenses against physical attacks. Grass Types excel at keeping themselves healthy through their abilities, while facilitating their team with some buffs from various abilities and controlling the battlefield around them. They are stalwart defenders that can buff their allies while keeping themselves healthy so other healers can focus on other party members.

Overgrow

Increase the Die Rolled of Grass Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Grass Level

Natural Cure

Increase the Saving Throw against Status Condition Saves by 1. Additionally increase the Saving Throw Bonus to 2 at to 2 at 5-levels of Grass, 3 at 9-levels of Grass, 4 at 13-levels of Grass, and 5 at 17-levels of Grass. Additionally after moving 30ft away from the target that gave the User the Status Condition, the user can reroll the Save to remove it.

Prerequisites:

- 2 Grass Levels
- Overgrow Ability

Leaf Guard

Double the Bonus from Natural Cure. Additionally while under the effects of Harsh Sunlight gain the ability to reroll a failed Status Condition Save at the end of a round instead. If the User moves more than 15ft that turn the user is cured of its Status Condition. (Fire Types Look Here)

Prerequisites:

- 4 Grass Levels
- Overgrow Ability
- Natural Cure Ability

Chlorophyll

While under the effects of Harsh Sunlight gain a +2 Bonus to Speed. This increased to +3 at 7-Levels of Grass, +4 at 9-levels of Grass, +5 at 11-levels of Grass, +6 at 13-levels of Grass, +7 at 15-levels of Grass, +8 at 17-levels of Grass, +9 at 19-Levels of Grass. Additionally double Initiative bonus under the effects of Harsh Sunlight.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Natural Cure Ability
- Leaf Guard Ability

Sap Sipper

If a Grass move would hit the user the user would instead heal for 50% of the damage that would have been dealt. This is increased to 100% at 10 Grass Levels. Additionally if Grass was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Natural Cure Ability
- Leaf Guard Ability

Cheek Pouch

Increase the Hit Die for healing Berries from a 1d8 to a 1d10. Additionally non-Healing Berries heal the user for 1d10+Level.

Prerequisites:

- 2 Grass Levels
- Overgrow Ability

Harvest

Further increase the Hit Die for healing Berries from a 1d10 to a 1d12. The user additionally regains its berry at the end of the round if in Harsh Sunlight.

Prerequisites:

- 4 Grass Levels
- Overgrow Ability
- Cheek Pouch Ability

Cud Chew

Add an additional Die to all Berries. This increases to 2 additional die at 11-Levels of Grass, and 3 additional die at 15-Levels of Grass, and 4 at 19 Levels of Grass. Additionally if a Berry was used, use it again at the end of the combat round.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Cheek Pouch Ability
- Harvest Ability

Cotton Down

If the User would take contact damage from a move, the target must roll a Physical Save. If the Pokemon fails the save they take a 1 Stat Drop to Speed. This increases to 2 at 8-Levels of Grass, 3 at 15-Levels of Grass.

Prerequisites:

- 2 Grass Levels
- Overgrow Ability

Effect Spore

If the User would take contact damage from a move, the target must roll a Physical Save. If the Pokemon fails the Save Roll a 1d100 (1-33 = Poisoned, 34-66 = Asleep, 67-100 Paralyzed). Additionally double the bonus of Cotton Down.

Prerequisites:

- 4 Grass Levels
- Overgrow Ability
- Cottondown Ability

Supersweet Syrup

When a Pokemon moves within 15ft of the user, the target must make a Speed Save. If the target fails the save they take a 1 Stage Drop to Evasiveness. This increases to 2 at 9-Levels of Grass, 3 at 17-Levels of Grass. Additionally Cotton Down and Effect Spore now are a 15ft Radius around the user.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Cotton Down Ability
- Effect Spore Ability

Seed Sower

If the User would take contact damage from a move, Grassy Terrain is sent out in a 30ft radius around the user.

Prerequisites:

- 4 Grass Levels
- Overgrow Ability
- Cotton Down Ability

Grassy Pelt

The user decreases the damage dealt from Physical Moves by 1 Die Rolled when under the effects of Grassy Terrain. This increases to 2 Die Rolled at 11-Levels of Grass, and 3 Die Rolled at 15 Levels of Grass.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Cotton Down Ability
- Seed Sower Ability

Grassy Surge

The user is able to create Grassy Terrain as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 8 Grass Levels
- Overgrow Ability
- Cotton Down Ability
- Seed Sower Ability
- Grassy Pelt Ability

Flower Veil

Gain a +2 bonus to Saving Throws against Stat Drops. This Bonus is halved to allies within 30ft of the user. This Bonus increases by 1 at 5-Levels of Grass, 9-Levels of Grass, 13-Levels of Grass, and 17-Levels of Grass.

Prerequisites:

- 2 Grass Levels
- Overgrow Ability

Flower Gift

Increase the Die Rolled of Physical Attack Moves of Allies by 1, and Decreases the incoming Damage of Special Moves by 1 to Allies within 30ft. This bonus increases by 1at 8-Levels of Grass, and by 2 at 15-Levels of Grass. This Bonus does not apply to the user.

Prerequisites:

- 4 Grass Levels
- Overgrow Ability
- Flower Veil Ability

Queenly Majesty

Pokemon that use a Swift Action within 30ft of the User must make a Speed Save. If the target fails the Speed Save, the move loses 1PP and is negated. If the Ability successfully goes off, the User is able to use a Move as a Free Action. Flower Gift now applies to the user.

Prerequisites:

- 6 Grass Levels
- Overgrow Ability
- Flower Veil Ability
- Flower Gift Ability

Berry Farm

Improve Grass Surge to Berry Farm as well as the effects of Grassy Terrain. Grassy Terrain is now changed to Berry Farm. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Grass Levels
- 8 Grass Abilities

Electric Abilities

Electric Types gain access to a plethora of abilities that give bonus damage to allies, Paralysis, and increased evasiveness. These Pokemon are usually fast hard hitters that can stay in the battle avoiding attacks. They also gain access to even more speed with the access to Electric Terrain giving their powerful moves extra shock power. Additionally with a unique ability that makes it so their attacks can almost never miss.

Transistor

Increase the Die Rolled of Electric Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Electric Level

Static

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or be Paralyzed. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Electric, 3 at 9-levels of Electric, 4 at 13-levels of Electric, and 5 at 17-levels of Electric.

Prerequisites:

- 2 Electric Levels
- Transistor Ability

Illuminate

Double the bonus from the Static Ability which is now applied to Special Evasiveness as well. In addition if a Pokemon is hit with a move from the user, the user and allies gain the same Bonus to Accuracy on their next attack against the target.

Prerequisites:

- 4 Electric Levels
- Transistor Ability
- Static Ability

Galvanize

Increase the Die Rolled of Electric Moves by 1. This increases to 2 at 9-Levels of Electric, 3 at 17-Levels of Electric. Normal Type Moves become Electric Type Moves and also gain this effect. Apply the Bonus from Static on the Saves of Electric Moves.

Prerequisites:

- 6 Electric Levels
- Transistor Ability
- Static Ability
- Illuminate Ability

Plus

Increase the Die Rolled for Physical Moves for Allies within a 30ft Radius by 1. This increases to 2 at 8-Levels of Electric and 3 at 15-Levels of Electric. This bonus does not apply to the user, unless an ally has Minus within a 30ft radius.

Prerequisites:

- 2 Electric Levels
- Transistor Ability

Minus

Increase the Die Rolled for Special Moves for Allies within a 30ft Radius by 1. This increases to 2 at 8-Levels of Electric and 3 at 15-Levels of Electric. This bonus does not apply to the user unless an ally has Plus within a 30ft radius.

Prerequisites:

- 2 Electric Levels
- Transistor Ability

Battery

Double the increase in Die Rolled for Plus or Minus. Additionally Plus or Minus applies to the user at half the bonus regardless if an ally nearby has this ability. The User gains double the bonus from Plus or Minus if an ally within 30ft has the opposite Ability.

Prerequisites:

- 4 Electric Levels
- Transistor Ability
- Plus or Minus Ability

Punk Rock

Increase the Die Rolled of Sound Moves by 1. This increases to 2 at 9-Levels of Electric, 3 at 17-Levels of Electric. See Sound Move Table. Additionally Decrease the Die Rolled of incoming Sound Based Moves by 1. Additionally the saves of these Move are given at Disadvantage.

Prerequisites:

- 6 Electric Levels
- Transistor Ability
- Plus or Minus Ability
- Battery Ability

Teravolt

Ignore Enemies Abilities that impede Moves negatively (IE Lightning Rod, Levitate, Water Absorb etc). The target of the Move can roll a Save depending on the Move used to ignore this effect.

Prerequisites:

- 8 Electric Levels
- Transistor Ability
- Plus or Minus Ability
- Battery Ability
- Punk Rock Ability

Motor Drive

Gain a +1 Stage Boost to Speed when hit with an Electric Move. This Bonus increases to +2 at 5-levels of Electric, 3 at 9-levels of Electric, 4 at 13-levels of Electric, and 5 at 17-levels of Electric.

Prerequisites:

- 2 Electric Levels
- Transistor Ability

Lightning Rod

Electric Moves targeted at Allies within a 30ft radius of the user are redirected to the user. This increases to 60ft at 9 levels of Electric. 90ft at 13 levels of Electric. Additionally if Electric was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Electric Levels
- Transistor Ability
- Motor Drive Ability

Volt Absorb

If an Electric move would hit the user the user would instead heal for 50% of the damage that would have been dealt. This is increased to 100% at 10 Electric Levels. Additionally if Electric was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 6 Electric Levels
- Transistor Ability
- Motor Drive Ability
- Lightning Rod Ability

Magnet Pull

Increase the Saving Throw DC of Moves that have a Paralysis Save by 1 per Electric Ability. This bonus is doubled against Steel Type Pokemon.

Prerequisites:

- 2 Electric Levels
- Transistor Ability

Ball Fetch

If the user misses an Electric Move against a target, the move travels back to the user. The user can then reuse the move, without the loss of PP, and redirect the move at another target within range. When used this way the move gains bonus Accuracy using the bonus from Magnet Pull Ability.

Prerequisites:

- 4 Electric Levels
- Transistor Ability
- Magnet Pull Ability

Surge Surfer

While under the effects of Electric Terrain gain a +2 Bonus to Speed. This increased to +3 at 7-Levels of Electric, +4 at 9-levels of Electric, +5 at 11-levels of Electric, +6 at 13-levels of Electric, +7 at 15-levels of Electric, +8 at 17-levels of Electric, +9 at 19-Levels of Electric. Additionally double Initiative bonus under the effects of Electric Terrain.

Prerequisites:

- 4 Electric Levels
- Transistor Ability
- Magnet Pull Ability

Electric Surge

The user is able to create Electric Terrain as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Electric Levels
- Transistor Ability
- Magnet Pull Ability
- Surge Surfer Ability

Thunder Dome

Improve Electric Surge to Thunder Dome as well as the effects of Electric Terrain. Electric Terrain is now changed to Thunder Dome. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Electric Levels
- 8 Electric Abilities

Psychic Abilities

Psychic Types gain access to a plethora of abilities that increase Special Damage, negate passive Damage, and gain passive Boosts from allies and enemies alike. Psychic Pokemon are able to have a strong presence on the battlefield creating their own terrain, and negating other powerful special damage dealers negating weather effects.

Download

Increase the Die Rolled of Psychic Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Psychic Level

Own Tempo

Gain a +1 Bonus to Status Condition Saving Throws. This increases to 2 at 5-levels of Psychic, 3 at 9-levels of Psychic, 4 at 13-levels of Psychic, and 5 at 17-Levels of Psychic. This Bonus is doubled for Confusion Saving Throws.

Prerequisites:

- 2 Psychic Levels
- Download Ability

Synchronize

If the User fails a save for a Status Condition Saving Throw, the target that inflicted the Status Condition must make the Same Saving Throw. If the target fails, the target is afflicted with the same Status Condition. The Bonus from Own Tempo additionally applies to this saving throw.

Prerequisites:

- 4 Psychic Levels
- Download Ability
- Own Tempo Ability

Magic Bounce

The Bonus from Own Tempo now applied to Status Moves Saving Throws as well. If the User is targeted by a Status Move and saves against the roll, the target must make the same Save or fall under the same effects. The Bonus from Own Tempo also applies to this Saving Throw for the target.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Own Tempo Ability
- Synchronize Ability

Magic Guard

The user ignores non-Direct damage (such as Burn, Weather, Hazard effects) dealt. If the User is burned they still take the Physical Damage Drop, but ignore the DOT.

Prerequisites:

- 8 Psychic Levels
- Download Ability
- Own Tempo Ability
- Synchronize Ability
- Magic Bounce Ability

Forewarn

When an enemy steps within 30ft of the User, the User is alerted of the highest damaging move the target has against the user. The amount of moves known increases to 2 at 5-Levels of Psychic, 3 at 9-Levels of Psychic, 4 at 13-Levels of Psychic, and 5 at 17-Levels of Psychic.

Prerequisites:

- 2 Psychic Levels
- Download Ability

Trace

The User is able to copy Abilities per day equal to the User's Level. This ability can only target enemies that come within 30ft of the user. This Ability Lasts till the target is not within range of the User. This increases to 60ft at 9 levels of Psychic. 90ft at 13 levels of Psychic. The Ability taken is chosen at random, utilizing a 1d20 depending on how many Abilities the target has. The range increase applies to Forewarn.

Prerequisites:

- 4 Psychic Levels
- Download Ability
- Forwarn Ability

Opportunist

When an enemy within 30ft of the user gains a Stat Stage Boost, the User gains the same Stat Stage Boost (Physical Attack, Speed, etc). This effect can occur via the User's Proficiency per round.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Forwarn Ability
- Trace Ability

Costar

When an ally within 30ft of the user gains a Stat Stage Boost, the User gains the same Stat Stage Boost (Physical Attack, Speed, etc). This effect can occur via the User's Proficiency per round.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Forwarn Ability
- Trace Ability

Magician

If the User confirms a hit against a target with a Special Move, the target must make a Special Save. If the target fails the Special Save, the user gains an item from the target if a slot is free for the User. If an item slots are full, the item is dropped.

Prerequisites:

- 2 Psychic Levels
- Download Ability

Serene Grace

Increase the Saving Throw DC of Moves with Secondary Effects by 1 per Psychic Ability. This Saving Throw DC also applies to Magician.

Prerequisites:

- 4 Psychic Levels
- Download Ability
- Magician Ability

Dazzling

Pokemon that use a Swift Action within 30ft of the User must make a Speed Save. If the target fails the Speed Save, the move loses 1PP and is negated. If the Ability successfully goes off, the User is able to use a Move as a Free Action. This Saving Throw DC from Magician applies to this.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Magician Ability
- Serene Grace Ability

Zen Mode

Increase the Die Rolled of Physical Moves when above 50% Maximum HP. Lose This bonus when following below 50% Maximum HP, and instead increase the Die Rolled of Special Moves. This Bonus increases to 2 at 9-Levels of Psychic, 3 at 17-Levels of Psychic. Magicians can apply on Physical Moves Now.

Prerequisites:

- 4 Psychic Levels
- Magician Ability
- Download Ability

Pure Power

Double the Bonus given by Zen Mode. Additionally the user takes 1 Physical Die Rolled less above 50% Maximum HP, and takes 1 Special Die Rolled less below 50% Maximum HP.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Magician Ability
- Zen Mode Ability

Telepathy

When an Ally uses an AoE move that hits the user, and the user Passes on the Saving Throw ignores the damage that would be dealt. Take half damage on failed saves.

Prerequisites:

- 4 Psychic Levels
- Download Ability

Cloud Nine

The user is able to create a nullifying zone negating weather around the user in a 60ft radius as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Telepathy Ability

Psychic Surge

The user is able to create Psychic Terrain as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Psychic Levels
- Download Ability
- Telepathy Ability

Mind Palace

Improve Psychic Surge to Mind Palace, as well as the effects of Psychic Terrain. Psychic Terrain is now changed to Mind Palace. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Psychic Levels
- 8 Psychic Abilities

Fighting Abilities

Fighting Types gain access to a plethora of abilities that Increase their Physical Damage, High Status Condition Saves, as well as high speed. These Behemoths are strong Pokemon on the front lines of the battle being able to output high Physical damage while also being able to avoid status problems so that they can maintain dealing high damage on the front lines.

Anticipation

Increase the Die Rolled of Fighting Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Fighting Level

Hustle

The user before confirming an attack can take a -2 to their Accuracy increasing the Die Rolled of their attack by 1. For every -2 taken to Accuracy increase the Die Rolled by 1. (ex -6 is increase 3 Die Rolled)

Prerequisites:

- 2 Fighting Levels
- Anticipation Ability

Unseen Fist

The user ignores the bonus given from protection moves. See Protection Move Table. The user can use this ability a number of times a day equal to their Proficiency Modifier.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Hustle Ability

Huge Power

Increase the Die Rolled of Physical Moves by 1, additionally Decrease the Die Rolled of incoming Physical Moves by 1. This Bonus increases to 2 at 9-Levels of Fighting, and 3 at 17-Levels of Fighting.

Prerequisites:

- 6 Fighting Levels
- Anticipation Ability
- Hustle Ability
- Unseen Fist Ability

Inner Focus

Gain a +1 Bonus to Status Condition Saving Throws. This increases to 2 at 5-levels of Fighting, 3 at 9-levels of Fighting, 4 at 13-levels of Fighting, and 5 at 17-Levels of Fighting. This Bonus is doubled for Flinch Saving Throws.

Prerequisites:

- 2 Fighting Levels
- Anticipation Ability

Steadfast

If the user fails on a Saving Throw, gain a 1 Stage Boost to Speed. If the user succeeds on a saving throw gain a 2 Stage Boost to Speed

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Inner Focus Ability

Justified

If the user takes Damage from a move the user gains a 1 Stage Boost to Attack. This can apply multiple times from Multi-Strike Moves.

Prerequisites:

- 6 Fighting Levels
- Anticipation Ability
- Inner Focus Ability
- Steadfast Ability

Limber

The Double Bonus for Flinch Saving Throws applies to Status Conditions as well, this bonus is removed for Paralysis Saving Throws. The user ignores the Speed penalty if afflicted with a Status Condition. The User increases their Speed by 2 when afflicted with a Status Condition. This increased to +3 at 7-Levels of Normal, +4 at 9-levels of Normal, +5 at 11-levels of Normal, +6 at 13-levels of Normal, +7 at 15-levels of Normal, +8 at 17-levels of Normal, +9 at 19-Levels of Normal. Increase the User's Speed by The Double Bonus does not stack with Vital Spirit or Guts.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Inner Focus Ability

Vital Spirit

The Double Bonus for Flinch Saving Throws applies to Status Conditions as well. The user is only asleep for 1 round when under the status condition. The Double Bonus does not stack with Limber or Guts.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Inner Focus Ability

Guts

The Double Bonus for Flinch Saving Throws applies to Status Conditions as well, this bonus is removed for Burn Saving Throws. The user ignores the Physical Attack penalty if afflicted with Burn. Increase the Die Rolled of Moves by 1 when afflicted with Status Condition. This bonus increases to 2 at 9-Levels of Fighting, and 3 at 17-Levels of Fighting. The Double Bonus does not apply to Limber or Vital Spirit.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Inner Focus Ability

Oblivious

The Double Bonus for Flinch Saving Throws applies to Status Effects as well. The Bonus now applies at Triple.

Prerequisites:

- 6 Fighting Levels
- Anticipation Ability
- Inner Focus Ability
- Limber Or Vital Spirit or Guts Ability.

No Guard

Gain advantage on all Physical and Special Moves. Enemies gain advantage on all Physical and Special Moves against the user.

Prerequisites:

- 2 Fighting Levels
- Anticipation Ability

Anger Point

If a Pokemon confirms a crit against the user, the user ignores the bonus damage from the crit and gains a Physical Attack Stage Boost. The Stage Boost and amount of times the user can use this per day is equal to their proficiency modifier.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- No Guard Ability

Unburden

When the user consumes an item the User gains a 1 Stage Boost to Speed. This bonus is tied to their proficiency modifier.

Prerequisites:

- 2 Fighting Levels
- Anticipation Ability

Receiver

As a swift action the user is able to touch the body of a fallen Ally or Enemy and gain Abilities from the target touched. The user gains Abilities equal to their Proficiency modifier. The user applies Unburden when this ability is used.

Prerequisites:

- 4 Fighting Levels
- Anticipation Ability
- Unburden Ability

Physical Might

The User increases the Damage Die of all Physical Moves to a 1d12. Additionally the user decreases the Damage of incoming Physical Moves by 2 Damage Die. Contact Moves deal an additional 50% of the Die rolled, rounded down added to the Damage.

Prerequisites:

- 16 Fighting Levels
- 8 Fighting Ability

Flying Abilities

Flying Types gain access to a plethora of abilities that give them Status Conditions Saves, Innate Swift Actions and increased critical threshold. Flying Pokemon are versatile Pokemon that can gain an additional attack per turn utilizing Gale Wings which lets them use lower level Flying Moves again. Additionally with the user of Super Luck Flying Pokemon are one of the few types that gain an increased Critical Hit Threshold. Flying Types can become formidable attacks soaring through the skies, dealing high damage to targets, either up close or high in the sky, and completing all out attacks repeatedly with Dancer.

First Flight

Increase the Die Rolled of Flying Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Flying Level

Tangled Feet

Gain a +1 Bonus to Status Condition Saving Throws. This increases to 2 at 5-levels of Flying, 3 at 9-levels of Fighting, 4 at 13-levels of Flying, 5 at 17-Levels of Flying. This Bonus is doubled for Confusion Saving Throws.

Prerequisites:

- 2 Flying Levels
- First Flight Ability

Big Pecks

The Bonus from Tangled Feet now applies to Stat Drop Saving Throws. This Bonus is doubled for Physical Defense Saving Throws.

Prerequisites:

- 4 Flying Levels
- First Flight Ability
- Tangled Feet

Gale Wings

The user gains the ability to use a Level 3 or lower Flying Move as a swift action. This increases to Level 4 or lower at 10-Levels of Flying, and to Level 5 at 15-Levels of Flying.

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- Tangled Feet Ability
- Big Pecks Ability

Keen Eye

The Bonus from Tangled Feet now applies to Stat Drop Saving Throws.This Bonus is doubled for Accuracy Saving Throws.

Prerequisites:

- 4 Flying Levels
- First Flight Ability
- Tangled Feet

Super Luck

Increase the User's Critical Hit Threshold by their Proficiency Modifier. (crit on 20, now crits on 18-20, crits on 19-20, now crits on 17-20).

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- Tangled Feet Ability
- Keen Eye Ability

Quick Feet

The Double Bonus from Tangled Feet applies to all Status Condition Saving Throws. The user ignores the Speed penalty if afflicted with Paralysis. The Double Bonus does not stack with Early Bird.

Prerequisites:

- 4 Flying Levels
- First Flight Ability
- Tangled Feet Ability

Early Bird

The Double Bonus for Confusion Saving Throws applies to Status Conditions as well. The user is only asleep for 1 round when under the status condition. The Double Bonus does not stack with Quick Feet.

Prerequisites:

- 4 Flying Levels
- First Flight Ability
- Tangled Feet Ability

Aerilate

Increase the Die Rolled of Flying Moves by 1. This increases to 2 at 9-Levels of Flying, 3 at 17-Levels of Flying. Normal Type Moves become Flying Type Moves and also gain this effect. Apply the Bonus from Tangled Feet on the Saves of Flying Moves.

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- Tangled Feet Ability
- Quick Feet or Early Bird Ability

Dancer

When a Pokemon within 30ft of the User uses a Dance Move (Refer to Dance Table). The User copies this Move. If the User is able to use a Dance Move, this applies themselves as well.

Prerequisites:

- 8 Flying Levels
- First Flight Ability
- Gale Wings OR Super Luck OR Aerilate

Infiltrator

The user ignores the bonus given from protection moves. See Protection Move Table.

Prerequisites:

- 4 Flying Levels
- First Flight Ability

Air Lock

The user is able to create a nullifying zone negating weather around the user in a 60ft radius as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- Infiltrator Ability

Wind Rider

Decrease the Die Rolled of Wind Moves by 2. This increases to 4 at 9-Levels of Flying, 6 at 17-Levels of Flying. See Wind Move Table.

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- 2 Wind Moves

Wind Power

Increase the Die Rolled of Wind Moves by 1. This increases to 2 at 9-Levels of Water, 3 at 17-Levels of Wind. See Wind Move Table.

Prerequisites:

- 6 Flying Levels
- First Flight Ability
- 2 Wind Moves

Delta Stream

Improve Air Lock to Delta Stream. This Allows Flying Types to have their own weather type. While in this weather type, Flying Types cause Electric, Ice and Rock Moves due to deal neutral damage against Flying Types.. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Flying Levels
- 8 Flying Ability

Ground Abilities

Ground Types gain access to a plethora of abilities that give a Strong Weather Condition in Sandstorm, high Stat Boosts, and moderate saves. GRound Types are able to glide through the ground as if it was water and launch an attack on unsuspecting prey. These Pokemon are able to warp the battlefield in their favor, turning it into their own personal sandbox.

Earthen Heart

Increase the Die Rolled of Ground Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Ground Level

Arena Trap

Gain a +1 Bonus to Status Effect Saving Throws DC. This increases to 2 at 5-levels of Ground, 3 at 9-levels of Ground, 4 at 13-levels of Ground, and 5 at 17-Levels of Ground. If an Enemy comes within 30ft of the user, the target must roll a Speed Save. If they fail they gain the Can't Flee effect.

Prerequisites:

- 2 Ground Levels
- Earthen Heart Ability

Sand Spit

If the User would take contact damage from a move, Grassy Terrain is sent out in a 30ft radius around the user.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability
- Arena Trap Ability

Sand Veil

The Bonus from Arena Trap now applies to Stat Drop Saving Throws. This Bonus is Doubled when in a Sand Storm. The Double Bonus Applies to Evasiveness Saving Throws.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability
- Arena Trap Ability

Sand Rush

While under the effects of Sandstorm gain a +2 Bonus to Speed. This increased to +3 at 7-Levels of Ground, +4 at 9-levels of Ground, +5 at 11-levels of Ground, +6 at 13-levels of Ground, +7 at 15-levels of Ground, +8 at 17-levels of Ground, +9 at 19-Levels of Ground. Additionally double Initiative bonus under the effects of Sandstorm.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability
- Arena Trap Ability

Sand Force

Increase the Die Rolled of Rock, Ground and Steel Moves by 1. This increases to 2 at 9-Levels of Ground, and 3 at 17-Levels of Ground. This Bonus is doubled while in a Sandstorm.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability
- Arena Trap Ability

Sand Stream

The user is able to create Sandstorm as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Ground Levels
- Earthen Heart Ability
- Arena Trap Ability
- Sand Spit OR Sand Veil OR Sand Rush OR Sand Force Ability

Tangling Hair

If a Pokemon confirms a hit against the target that deals Contact Damage, the target must make a Physical Save. If the target fails the save they take a 1 Stage Drop to Speed. This increases to 2 at 9-Levels of Ground, 3 at 17-Levels of Ground.

Prerequisites:

- 2 Ground Levels
- Earthen Heart Ability

Stamina

When the User takes Damage from a Physical Move, The user gains a 1 Stage Boost to Physical Defense. When the user takes Damage from a Special Move, the user gains a 1 Stage Boost to Special Defense. When Stamina procs, Tangling Hair is activated, and the Bonus is Doubled. This Bonus increases to 2 at 9-Levels of Ground, and to 3 at 17-Levels of Ground.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability
- Tangling Hair Ability

Water Compaction

Double the Bonus of Stamina when hit with a Move. When the Target would take Damage from a Super effective Move, negate the bonus damage from the Super Effective Hit. The user can apply this a number of times a day equal to their Proficiency modifier.

Prerequisites:

- 6 Ground Levels
- Earthen Heart Ability
- Tangling Hair Ability
- Stamina Ability

Earth Eater

If a Ground move would hit the user the user would instead heal for 50% of the damage that would have been dealt. This is increased to 100% at 10 Ground Levels. Additionally if Ground was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Ground Levels
- Earthen Heart Ability

Haboob

Improve Sand Stream to Haboob. This increases the Physical Damage reduction Ground types receive. The Physical Reduction also applies to Special Damage Reduction. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Ground Levels
- 8 Ground Ability

Rock Abilities

Rock Types gain access to a plethora of abilities that give Stat Buffs, unique effects when crit, and interactions being above or below 50% Maximum HP. Rock types are stubborn Pokemon that stay in the frey of battle, with their rocky exterior being whittled down by attacks, until they break through their rugged carapace. They emerge with a smoothened appearance, being able to leash out incredible damage as they continue to ignore hits while breaking enemies down around them.

Rocky Payload

Increase the Die Rolled of Rock Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Rock Level

Weak Armor

When a target confirms a Physical hit against the user, the user takes a Physical Defense Drop and a 1 Stage Boost to Speed. The same effect occurs when a Special hit confirms, but the user takes a Special Defense Drop. This increases to 2 at 5-Levels of Rock, 3 at 9-Levels of Rock, 4 at 13-Levels of Rock, and 5 at 17-Levels of Rock.

Prerequisites:

- 2 Rock Levels
- Rocky Payload Ability

Battle Armor

If a Pokemon confirms a Critical Hit against the user, the user ignores the bonus damage from the crit. The user then changes the Stat Drop from Weak Armor and changes this to a Stage Boost instead. The user can negate Critical Hits an amount of times a day equal to their Proficiency modifier.

Prerequisites:

- 4 Rock Levels
- Rocky Payload Ability
- Weak Armor Ability

Solid Rock

Decrease the Die Rolled of Super Effective Moves by 1. This increases to 2 Die Rolled decreases at 9-Levels of Rock, and 3 at 17-Levels of Rock.

Prerequisites:

- 6 Rock Levels
- Rocky Payload Ability
- Weak Armor Ability
- Battle Armor Ability

Steam Engine

If a Pokemon confirms a Move against the user, the user gains a +1 bonus to both Physical Attack and Special Attack. This bonus scales at the same rate as Weak Armor. The Stat Boosts are doubled if a Critical Hit or Super Effective Move confirms against the user. Battle Armor can now occur the amount of Rock Levels the User has.

Prerequisites:

- 8 Rock Levels
- Rocky Payload Ability
- Weak Armor Ability
- Battle Armor Ability
- Solid Rock Ability

Anger Shell

After the user falls below 50% maximum HP, gain a 1 Stage Boost the Physical Attack, Special Attack and Speed Stat. This bonus increases to 2 Stage Boost at 9-Rock Levels, and 3 at 17-Rock Levels.

Prerequisites:

- 2 Rock Levels
- Rocky Payload Ability

Defeatist

Increase the Die Rolled of Moves by 1 when above 50% Maximum HP. Double the Bonus of Anger Shell when falling below 50% Maximum HP. Double the bonus from Anger Shell.

Prerequisites:

- 4 Rock Levels
- Rocky Payload Ability
- Anger Shell Ability

Shields Down

Gain a +1 Bonus to Stat Drop Saving Throws per Level of Rock the User has while above 50% Maximum HP. The user also decreases incoming damage by 1 Die Rolled, increasing to 2 at 9-Levels of Rock, and 3 at 17-Levels of Rock. When the user falls below 50% Maximum HP, increase the Die Rolled at the same rate. Additionally Double the user's Stat Drop Saving Throw, adding this bonus to his Initiative Mod.

Prerequisites:

- 6 Rock Levels
- Rocky Payload Ability
- Anger Shell Ability
- Defeatist Ability

Mold Breaker

Ignore Enemies Abilities that impede Moves negatively (IE Lightning Rod, Levitate, Water Absorb etc). The target of the Move can roll a Save depending on the Move used to ignore this effect. The Bonus from Shield Down applies to this Saving Throw.

Prerequisites:

- 8 Rock Levels
- Rocky Payload Ability
- Anger Shell Ability
- Defeatist Ability
- Shields Down Ability

Sturdy

If the User takes Damage from a Direct Damaging Move that would cause the user to faint, the user stays strong and stays alive at 1 HP. The user is able to use this ability equal to their Proficiency Modifier per day.

Prerequisites:

- 2 Rock Levels
- Rocky Payload Ability

Power Spot

Increase the Die Rolled of Moves of Allies by 1 to Allies within 30ft. This bonus increases by 1at 8-Levels of Rock, and by 2 at 15-Levels of Rock. This Bonus does not apply to the user. If Sturdy has activated Power Spot applies to the User.

Prerequisites:

- 4 Rock Levels
- Rocky Payload Ability
- Sturdy Ability

Purifying Salt

Increase the Saving Throw for Status Conditions by 2, this increases to 3 at 9-Levels of Rock, 4 at 13-Levels of Rock and 5 at 17-Levels of Rock. This Bonus is given to allies within a 30ft radius and is doubled for Paralysis Saving Throws. Additionally if Ghost was a Weakness it is now a Regular damage, if Regular it is now a Resistance, if Resistance it is now an Immunity.

Prerequisites:

- 4 Rock Levels
- Rocky Payload Ability
- Sturdy Ability
- Power Spot Ability

Rock Head

The user ignored the self harm damage from Recoil Moves. This does not apply to Struggle.

Prerequisites:

- 4 Rock Levels
- Rocky Payload Ability

Perfect Defense

The user is now immune to Critical Hits. The user now gains a +1 Boost to All Stats if an attack was confirmed against the user, or if the user confirms a crit against a target. Additionally the user gains both bonuses for Maximum HP effects regardless of current HP.

Prerequisites:

- 16 Rock Levels
- 8 Rock Ability

Poison Abilities

Poison Types gain access to a plethora of abilities that increase their Poison DC, countering Contact Moves, and Ability manipulation. Poison Pokemon can range from strong Physical attackers that cause Pokemon to flinch from the intense poison coming from their toxins, to defensive walls that slow their opponents down until they succumb to their wounds. If these aren't enticing, then some Poison Pokemon are able to use their toxins to purify others through unnatural remedies.

Outbreak

Increase the Die Rolled of Poison Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Poison Level

Poison Point

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or be Poisoned. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Poison, 3 at 9-levels of Poison, 4 at 13-levels of Poison, and 5 at 17-levels of Poison.

Prerequisites:

- 2 Poison Levels
- Outbreak Ability

Aftermath

When a Pokemon lands a Contact Move on the user, the target takes Typless Damage. The Damage the target takes is Equal to their current DOT Table Damage.

Prerequisites:

- 4 Poison Levels
- Outbreak Ability
- Poison Point Ability

Toxic Debris

When a Pokemon lands a Contact Move on the user, the User sends out Toxic Spikes in a 30 feet Radius around the user. If the user has 10-Levels in Poison the user sends out 2 stacks of Toxic Spikes.

Prerequisites:

- 6 Poison Levels
- Outbreak Ability
- Poison Point Ability
- Aftermath Ability

Poison Touch

When the User lands a Contact Move on a Pokemon, the target must make a Physical Save or be Poisoned. Additionally increase the Physical Accuracy by 1. Increase the Save and Accuracy bonus to 2 at 5-levels of Poison, 3 at 9-levels of Poison, 4 at 13-levels of Poison, and 5 at 17-levels of Poison.

Prerequisites:

- 2 Poison Levels

- Outbreak Ability

Stench

When the User lands a Contact Move on a Pokemon, the target must make a Physical Save or be Flinched. The Bonus for Poison Point Applies to the Flinch Saving Throw DC as well.

Prerequisites:

- 2 Poison Levels
- Outbreak Ability
- Poison Touch

Quick Draw

The user gains the ability to use a Level 3 or lower Poison Move as a swift action. This increases to Level 4 or lower at 10-Levels of Poison, and to Level 5 at 15-Levels of Poison.

Prerequisites:

- 6 Poison Levels
- Outbreak Ability
- Poison Point Ability
- Stench Ability

Curious Medicine

The user is able to expel Stat Boosts or Drops with a swift action per day equal to the Users Proficiency Modifier. If the user uses this on an enemy the target can negate this with a Speed Saving Throw.

Prerequisites:

- 2 Poison Levels
- Outbreak Ability

Neutralizing Gas

When a Pokemon comes within 15ft of the User, they must roll a Speed Save for each of their Abilities. For each failed save, it negates the power of an ability while the target stays within 30ft of the User. Curious Medicine now applies its effect in a 15ft Radius on the target the Ability is used on.

Prerequisites:

- 4 Poison Levels
- Outbreak Ability
- Curious Medicine Ability

Poison Puppeteer

If the user is able to poison a target, the target must roll a Speed Saving Throw against Confusion. If a target that is poisoned moves is within 15 ft of the user, the target must roll this Speed Save as well. Additionally Curious Medicine can be used as many times a day as Poison Levels, unless Proficiency is better at this Level.

Prerequisites:

- 6 Poison Levels
- Outbreak Ability
- Curious Medicine Ability
- Neutralizing Gas Ability

Toxic Chain

All Poison Saving Throws the User causes are now considered Badly Poisoned Saving Throws. Additionally increase all Poison Saves by 1 per Poison Ability taken.

Prerequisites:

- 8 Poison Levels
- Toxic Debris OR Quick Draw OR Poison Puppeteer Ability

Corrosion

The user's Poison Moves that would deal Not-Very Effective Damage now deal Normal Damage. And Immunity deals Not Very Effective Damage. If the USer has 10-Levels of Poison, this effect changes Immunity to Normal Damage.

Prerequisites:

- 4 Poison Levels
- Outbreak Ability

Merciless

Increase the User's Critical Hit Threshold by their Proficiency Modifier. (crit on 20, now crits on 18-20, crits on 19-20, now crits on 17-20). This Bonus is doubled against Poisoned Targets.

Prerequisites:

- 6 Poison Levels
- Outbreak Ability
- Corrosion Ability

Liquid Ooze

If a Pokemon would land an HP-Draining Move on the User, instead of healing from the Ability. The target can save from this effect with a successful Save opposite of the Move used. (Physical Attack Move, Special Save). The Saving Throw DC increases by 1 per Poison Ability Taken.

Prerequisites:

- 4 Poison Levels
- Outbreak Ability

Malignant Disease

Any Saving Throw caused by the user, causes the target to make an additional Save against being Poisoned. This includes saves that had Poison Saving Throws. Additionally if a Target is poisoned The User heals DOT per unit effected at the end of the round. Additionally when Pokemon come within 15ft of the user they must make a Poison Saving Throw

Prerequisites:

- 16 Poison Levels
- 8 Poison Ability

Ice Abilities

Ice Types gain access to a plethora of abilities that allow them strong weather effects, negating stat buffs, and Frostbite Status Condition. Ice Pokemon are able to turn the battlefield into their own winter wonderland, causing Pokemon to freeze in fear in their domain. Ice Types are able to utilize their cold surroundings and ambush Pokemon they stray too close.

Cold Burst

Increase the Die Rolled of Ice Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Ice Level

Frozen Heart

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or be Frostbitten. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Ice, 3 at 9-levels of Ice, 4 at 13-levels of Ice, and 5 at 17-levels of Ice.

Prerequisites:

- 2 Ice Levels
- Cold Burst Ability

Snow Cloak

The Bonus from Frozen Heart now applies to Stat Drop Saving Throws. This Bonus is Doubled when in a Snow Storm. The Double Bonus Applies to Evasiveness Saving Throws.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability
- Frozen Heart Ability

Slush Rush

While under the effects of Snow Storm gain a +2 Bonus to Speed. This increased to +3 at 7-Levels of Ice, +4 at 9-levels of Ice, +5 at 11-levels of Ice, +6 at 13-levels of Ice, +7 at 15-levels of Ice, +8 at 17-levels of Ice, +9 at 19-Levels of Ice. Additionally double Initiative bonus under the effects of Snow Storm.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability
- Frozen Heart Ability

Ice Body

While under the effects of Snow Storm heals the DOT damage at the end of the combat round. Double the Bonus of Frozen Heart.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability
- Frozen Heart Ability

Ice Face

The First Physical Move that confirms a hit against the User is ignored. If the user is under the effects of Snow Storm at the end of the round this ability applies again.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability
- Frozen Heart Ability

Snow Warning

The user is able to create Sandstorm as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Ice Levels
- Cold Burst Ability
- Frozen Heart Ability
- Snow Cloak OR Slush Rush OR Ice Body OR Ice Face Ability

Thick Fat

If Fire is a Super Effective against the user, it is now Normal Damage, If Normal Damage it is now Not Very Effective, If Not-Very Effective it is now an Immunity. The same is applied for Ice.

Prerequisites:

- 2 Ice Levels
- Cold Burst Ability

Ice Scales

Decrease the Die Rolled of incoming Special Moves by 1 Die Rolled. Increase this bonus to 2 at 9-Levels of Ice, and 3 at 17-Levels of Ice.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability
- Thick Fat Ability

Thermal Exchange

If the user would take Damage from a Move gain a +1 Stat Boost to both Physical and Special Attack. This bonus increases to 2 at 9-Levels of Ice and 3 at 17 Levels of Ice. Ice Scales Bonus now applies to Physical Moves as well.

Prerequisites:

- 6 Ice Levels
- Cold Burst Ability
- Thick Fat Ability
- Ice Scales Ability

Chilling Neigh

When a Pokemon within 30ft of the user faints, gain a +1 Boost to all stats. For each stat Boost the user has, increase the Saving Throw DC of Ice Moves by 1 for each Stat Boost the User has. Additionally increase the Saving Throw DC for all Frostbite Save by 1 for Each Ice Ability the user has.

Prerequisites:

- 8 Ice Levels
- Cold Burst Ability
- Thick Fat Ability
- Ice Scales Ability
- Thermal Exchange

Screen Cleaner

The user is able to dispel the effects of Light Screen, Reflect, and Aurora Veil if the user is within 30ft of a Pokemon with this effect on them. The user is able to dispel this effect a number of times a day equal to their Proficiency Modifier. If the User successfully removes these effects the user gains a +1 Stat Boost to all Stats.

Prerequisites:

- 4 Ice Levels
- Cold Burst Ability

Refrigerate

Increase the Die Rolled of Ice Moves by 1. This increases to 2 at 9-Levels of Ice, 3 at 17-Levels of Ice. Normal Type Moves become Ice Type Moves and also gain this effect.

Prerequisites:

- 6 Ice Levels
- Cold Burst Ability

Nor'Easter

Improve Snow Warning to Nor'Easter. This increases the Physical Damage reduction Ice types receive. The Physical Reduction also applies to Special Damage Reduction. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Ice Levels
- 8 Ice Abilities

Bug Abilities

Bug Types gain access to a plethora of abilities that give them bonus Moves, Status Condition Saves and Damage Buffs. Bug Types excel at moving around the battlefield in a very fluid motion always keeping up the pressure. With their ability to continuously attack when a Pokemon is unable to hit them causing them to fully fulfil the archetype of Bugs being annoying. And When Pokemon keep missing against them they continue to keep getting stronger.

Swarm

Increase the Die Rolled of Bug Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Bug Level

Compound Eyes

Increase Accuracy and Stat Drop Saving Throws of the User by 1. Increase the Save and Accuracy bonus to 2 at 5-levels of Bug, 3 at 9-levels of Bug, 4 at 13-levels of Bug, and 5 at 17-levels of Bug.

Prerequisites:

- 2 Bug Levels
- Swarm Ability

Tinted Lens

Moves used by the User that would be considered Not Very Effective against the target, now deal Normal Damage. Double the Bonus from Compound Eyes.

Prerequisites:

- 4 Bug Levels
- Swarm Ability
- Compound Eyes Ability

Synthetic Optics

Increase the User's Critical Hit Threshold by their Proficiency Modifier. (crit on 20, now crits on 18-20, crits on 19-20, now crits on 17-20).

Prerequisites:

- 6 Bug Levels
- Swarm Ability
- Compound Eyes Ability
- Tinted Lens Ability

Shield Dust

Increase the Saving Throw rolls against Secondary Effects by 1. Increase the Saving Throw bonus to 2 at 5-levels of Bug, 3 at 9-levels of Bug, 4 at 13-levels of Bug, and 5 at 17-levels of Bug.

Prerequisites:

- 2 Bug Levels
- Swarm Ability

Shed Skin

The Bonus from Shield Dust now applies to Status Moves. If the Saving Throw is against a Status Condition, the Bonus is doubled. At the end of the round if the User is afflicted with a Status Condition, the User can reroll the Save.

Prerequisites:

- 4 Bug Levels
- Swarm Ability
- Shield Dust Ability

Wonder Skin

If a Pokemon comes within 15ft of the user, the target takes a 1 Stage Accuracy Drop. Additionally if a Pokemon Misses against the User or the User succeeds on a Saving Throw, the target must make a Speed Saving Throw or take a 1 Stage Drop to Accuracy. This increases to a 2 Stage Drop at 9 Levels of Bug, and 3 at 17-Levels of Bug.

Prerequisites:

- 6 Bug Levels
- Swarm Ability
- Shield Dust Ability
- Shed Skin Ability

Overcoat

The user ignores non-Direct damage (such as Burn, Weather, Hazard effects) dealt. If the User is burned they still take the Physical Damage Drop, but ignore the DOT.

Prerequisites:

- 8 Bug Levels
- Swarm Ability
- Shield Dust Ability
- Shed Skin Ability
- Wonder Skin Ability

Wimp Out

When the User falls below 50% Maximum HP, the user can make an Immediate Action to freely Move up to their movement speed away from the target that confirmed the hit. The User is also allowed to use a Move as a Swift Action this turn, before or after the Movement. Level 1 Moves can be used.

Prerequisites:

- 2 Bug Levels
- Swarm Ability

Emergency Exit

Wimp Out can now be used whenever the User takes Damage from a Move. The amount of times this can be used a day is equal to the User's Proficiency Modifier. Level 3 and below Moves can be used.

Prerequisites:

- 4 Bug Levels
- Swarm Ability
- Wimp Out Ability

Tactical Retreat

Wimp Out can now be used if a target misses their attack. Additionally This Ability can be used equal to the user's Proficiency Modifier per turn. Level 5 and below Moves can be used.

Prerequisites:

- 6 Bug Levels
- Swarm Ability
- Wimp Out Ability
- Emergency Exit Ability

Honey Gather

Any time the User is able to activate Wimp Out, the user is able to heal DOT per use. Level 7 and below Moves can be used.

Prerequisites:

- 8 Bug Levels
- Swarm Ability
- Wimp Out Ability
- Emergency Exit Ability
- Tactical Retreat Ability

Hive Mind

The user gains access to two level 10 Pre-Evolution minions mirroring themselves at that Level. These Pokemon can move independently of the user, but take a -2 drop to all Modifiers if not within 15ft of the user. The user gains a +1 bonus to all Stats when within 15ft of each minion.

Prerequisites:

- 16 Bug Levels
- 8 Bug Abilities

Ghost Abilities

Ghost Types gain access to a plethora of abilities that Alter Abilities, Contact Retaliation, and ignoring other Contact Abilities. Ghost Pokemon use their abilities from the other side to impede the efforts of Physical attacking Pokemon and negating their efforts to succeed in Battle. They are able to use their Ethereal powers to phase through other physical entities while impeding other Pokemon's physical abilities. Until they ultimately become pure aspects of the spiritual bodies becoming immune to many aspects of the physical realm.

Rattled

Increase the Die Rolled of Ghost Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Ghost Level

Shadow Tag

Gain a +1 Bonus to Status Effect Saving Throws DC. This increases to 2 at 5-levels of Ghost, 3 at 9-levels of Ghost, 4 at 13-levels of Ghost, and 5 at 17-Levels of Ghost. If an Enemy comes within 30ft of the user, the target must roll a Speed Save. If they fail they gain the Can't Flee effect.

Prerequisites:

- 2 Ghost Levels
- Rattled Ability

Insomnia

The Bonus from Shadow Tag Saving Throws applies to Status Conditions as well. The user is only asleep for 1 round when under the Asleep status condition. The user does not fall asleep on Successful Saving Throws.

Prerequisites:

- 4 Ghost Levels
- Rattled Ability
- Shadow Tag Ability

Cursed Body

When a Pokemon confirms a contact move against the target the target must roll a Physical Saving Throw or the Move becomes Disabled for 1d4+1 Rounds. The Bonus from Shadow Tag applies to the DC of Cursed Body.

Prerequisites:

- 4 Ghost Levels
- Rattled Ability
- Shadow Tag Ability

Disguise

The first Move that confirms a hit against the User is ignored. The user can use these Abilities an amount of times a day equal to their Proficiency Modifier. Crushed Body can now apply on Physical and Special Moves used against the User within 30ft of them.

Prerequisites:

- 6 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Cursed Body Ability

Shadow Shield

Decrease the Die Rolled of a Move that confirms a hit against the user by 1. This increases to 2 at 9-Levels of Ghost, and 3 at 17-Levels of Ghost. The range of the Cursed Body is increased to 60ft. Double the DC bonus for Shadow Tag.

Prerequisites:

- 8 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Cursed Body Ability
- Disguise Ability

Wandering Spirit

When a Pokemon confirms a contact move against the target the target must roll a Physical Saving Throw or have their Abilities Disabled for 1d4+1 Rounds. The bonus from Shadow Tag Applies to the DC of this Ability.

Prerequisites:

- 4 Ghost Levels
- Rattled Ability
- Shadow Tag Ability

Mummy

When a Pokemon confirms a contact move against the target the target must roll a Physical Saving Throw or have their Abilities equal to the User's Proficiency Modifier Disabled for 1d4+1 Rounds. Wandering Spirit and Mummy now apply on all Physical Moves.

Prerequisites:

- 6 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Wandering Spirit Ability

Perish Body

When a Moves is confirmed against the user, the target must roll a Speed Saving Throw or fall under the effects of Perish Song. If the Target remains within 30ft of the User after the 3 Rounds, the Target faints. Wandering Spirit and Mummy now apply to all attacks against the User.

Prerequisites:

- 8 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Wandering Spirit Ability
- Mummy Ability

Frisk

If a Pokemon fails a Save within 30ft of the user the target must make a Speed Save. If the target fails the Speed Save, the user gains an item from the target if a slot is free for the User. If an item slots are full, the item is dropped. The bonus from Shadow Tag applies to this DC.

Prerequisites:

- 4 Ghost Levels
- Rattled Ability
- Shadow Tag Ability

Long Reach

If the User would confirm a Contact Move against a target, the User gains the bonus from Shadow Tag on the User's Saving Throw against Contact Moves and Abilities.

Prerequisites:

- 6 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Frisk Ability

Grim Neigh

When a Pokemon within 30ft of the user faints, gain a +1 Boost to all stats. For each stat Boost the user has, increase the Saving Throw DC for all Ghost Abilities.

Prerequisites:

- 8 Ghost Levels
- Rattled Ability
- Shadow Tag Ability
- Frisk Ability
- Long Reach Ability

Levitate

If Ground is a Super Effective against the user, it is now Normal Damage, If Normal Damage it is now Not Very Effective, If Not-Very Effective it is now an Immunity. Additionally apply the Bonus from Shadow Tag to AoE Saving Throws.

Prerequisites:

- 4 Ghost Levels
- Rattled Ability
- Shadow Tag Ability.

Wonder Guard

Ghost Pokemon can no longer take damage from moves that deal Normal or Not Very-Effective Damage. This Pokemon can only take Direct Damage from Super Effective Moves. Additionally Double the Bonus from Shadow Tag to all Abilities. The user also decreases their current and all future Hit Die to a 1d6.

Prerequisites:

- 16 Ghost Levels
- 8 Ghost Abilities

Dragon Abilities

Dragon Types gain access to a plethora of abilities that grant them Stat Boosts, Increased Damage, and Decreased Damage. Dragon Pokemon are able to use their ancestral line to dominate the battlefield with their overall raw damage output. When they come under a Status Condition they are able to bolster their defensive capabilities to continue having a strong presence on the battlefield. When they have finally had enough of a squabble they are able to dig deep down into their draconic roots to overpower their opponents with raw damage output.

Dragon's Maw

Increase the Die Rolled of Dragon Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Dragon Level

Berserk

When the User falls below 50% Maximum HP, the user gains a +1 Stat Boost to Attack and Special Attack. This increases to 2 at 5-levels of Dragon, 3 at 9-levels of Dragon, 4 at 13-levels of Dragon, and 5 at 17-Levels of Dragon.

Prerequisites:

- 2 Dragon Levels
- Dragon Maw's Ability

Rivalry

Increase the Die Rolled of Moves by 1 against targets with the same gender to the User. Decrease the Die Rolled of Moves by 1 against targets with the same gender. This increases to 2 at 9-Levels of Dragon and 3 at 17-Levels of Dragon.

Prerequisites:

- 4 Dragon Levels
- Dragon Maw's Ability
- Berserk Ability

Neuroforce

Increase the Die Rolled of Super Effective Moves by 1. This increases to 2 at 9-Levels of Dragon and 3 at 17-Levels of Dragon. Negate the negative bonus of Rivalry.

Prerequisites:

- 6 Dragon Levels
- Dragon Maw's Ability
- Berserk Ability
- Rivalry Ability

Power Construct

After the user falls below 50% Maximum HP, activate the Berserk Ability and Heal back to full HP. When Berserk is active, double the damage boost of Rivalry and Neuroforce. This ability can be activated a number of times per day equal to the user's Proficiency Modifier.

Prerequisites:

- 8 Dragon Levels
- Dragon Maw's Ability
- Berserk Ability
- Rivalry Ability
- Neuroforce Ability

Pressure

When a Pokemon within 30ft of the user uses a Move, regardless if it hits or misses, the move consumes 1 additional PP.

Prerequisites:

- 2 Dragon Levels
- Dragon Maw's Ability

Aura Break

When a Move connects with the user, the user ignores the damage from the STAB bonus if applicable. Pressure PP usage is now based on the user's Proficiency Modifier.

Prerequisites:

- 4 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability

Marvel Scale

Increase the Saving Throw rolls against Status Conditions by 1. Increase the Saving Throw bonus to 2 at 5-levels of Dragon, 3 at 9-levels of Dragon, 4 at 13-levels of Dragon, and 5 at 17-levels of Dragon. When the user is afflicted with a Status Condition, decrease incoming Damage by 1 Die Rolled, 2 at 9-Levels of Dragon, and 3 at 17-Levels of Dragon.

Prerequisites:

- 4 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability

Multiscale

When the user is at 100% Maximum HP Marvel Scale is activated. Additionally if the User is afflicted with a Status condition Marvel Scale bonus is doubled.

Prerequisites:

- 6 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability
- Marvel Scale Ability

Ancient Scale

When the user would take damage from a move that confirms a hit against the user, negate the damage that the user would have taken, and apply Marvel Scale for the remainder of the round. This ability can be activated an amount of time equal to the user's Proficiency Modifier per day.

Prerequisites:

- 6 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability
- Marvel Scale Ability

Gooey

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or take a 1 Stage Speed Drop. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Dragon, 3 at 9-levels of Dragon, 4 at 13-levels of Dragon, and 5 at 17-levels of Dragon.

Prerequisites:

- 2 Dragon Levels
- Dragon Maw's Ability

Rough Skin

When a contact Move confirms a hit against the User, the target takes Double DOT Damage to themselves. If the User confirms a hit against a target with a contact Move, the target takes additional DOT Damage.

Prerequisites:

- 4 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability

Unyielding Ichor

When the User deals Typeless Damage to a target, via Rough Skin, Hazards, Status Conditions, etc. The User heals an amount equal to the damage done.

Prerequisites:

- 6 Dragon Levels
- Dragon Maw's Ability
- Pressure Ability
- Rough Skin Ability

Draconic Lineage

When the user would fall to 50% of their Maximum Health, they gain a Temporary Health Shield equal to their 100% of their Maximum HP. Additionally Rough Skin is now applied to the Pokemon's non contact Physical and Special Moves. Additionally Dragon Maw is always active and increases to 2 at 9-Levels of Dragon, and 3 at 17-Levels of Dragon

Prerequisites:

- 16 Dragon Levels
- 8 Dragon Abilities

Steel Abilities

Steel Types gain access to a plethora of abilities that increase this Defense, increase their Offense, and Status Conditions Saves. Steel Types are able to use their lighter frames to speed across the battlefield, dealing high damage at the cost of being more fragile. OR Steel types can go down the defensive tree becoming slow moving fortresses that take reduced damage from multiple sources. Steel Types do gain the ability to eventually swap between these stances looking for the opportune time to advance their attack.

Steelworker

Increase the Die Rolled of Steel Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Steel Level

Clear Body

Increase the Saving Throw rolls against Stat Drops by 1. Increase the Saving Throw bonus to 2 at 5-levels of Steel, 3 at 9-levels of Steel, 4 at 13-levels of Steel, and 5 at 17-levels of Steel.

Prerequisites:

- 2 Steel Levels
- Steelworker Ability

Mirror Armor

Double the Bonus that Clear Body applies to Stat Drops. Additionally when the user has to make a Stat Drop saving throw, the target that caused the user to make this save, must roll the same Saving Throw. Increase the DC of the Saving Throw by Clear Bodies Bonus.

Prerequisites:

- 4 Steel Levels
- Steelworker Ability
- Clear Body Ability

Full Metal Body

Triple the Bonus from on Saving Throws against Stat Drops by Clear Body. This triple bonus also applies to the DC of Mirror Armor. Additionally If the user succeeds on a Stat Drop Saving Throw, the User instead gains a Boost. The user gains Double the Boost at 9-Levels of Steel, and triple at 17-Levels of Steel.

Prerequisites:

- 6 Steel Levels
- Steelworker Ability
- Clear Body Ability
- Mirror Armor Ability

Heat Proof

The Bonus from Clear Body now applies to Status Condition Saving Throws. Additionally the user takes half damage from Status Condition Damage. Additionally if Fire is a Super Effective against the user, it is now Normal Damage, If Normal Damage it is now Not Very Effective, If Not-Very Effective it is now an Immunity.

Prerequisites:

- 6 Steel Levels
- Steelworker Ability
- Clear Body Ability
- Mirror Armor Ability

Good as Gold

The user ignores non-Direct damage (such as Burn, Weather, Hazard effects) dealt. If the User is burned they still take the Physical Damage Drop, but ignore the DOT.

Prerequisites:

- 8 Steel Levels
- Steelworker Ability
- Clear Body Ability
- Mirror Armor Ability
- Heat Proof Ability

Armor Tail

Pokemon that use a Swift Action within 30ft of the User must make a Speed Save. If the target fails the Speed Save, the move loses 1PP and is negated. If the Ability successfully goes off, the User is able to use a Move as a Free Action. This Saving Throw DC from Clear Body applies to this.

Prerequisites:

- 6 Steel Levels
- Steelworker Ability
- Clear Body Ability
- Mirror Armor Ability

Light Metal

Increase the Die Rolled of incoming and outgoing Moves by 1. This increases to 2 at 8-Levels of Steel, and 3 at 15-Levels of Steel. Additionally the user applies this bonus to their Initiative Bonus.

Prerequisites:

- 2 Steel Levels
- Steelworker Ability

Intrepid Sword

The user gains a +1 Stat Boost to Attack and Special Attack. This increases to 2 at 5-levels of Steel, 3 at 9-levels of Steel, 4 at 13-levels of Steel, and 5 at 17-Levels of Steel. This Ability can be used as many times equal to the User's Proficiency Modifier. Passively Double the Damage Bonus Increase from Light Metal.

Prerequisites:

- 4 Steel Levels
- Steelworker Ability
- Light Metal Ability

Stalwart

Ignore Enemies Abilities that impede Moves negatively (IE Lightning Rod, Levitate, Water Absorb etc). The target of the Move can roll a Save depending on the Move used to ignore this effect. The negative from Light Metal is ignored now.

Prerequisites:

- 6 Steel Levels
- Steelworker Ability
- Light Metal Ability
- Intrepid Sword Ability

Heavy Metal

Decrease the Die Rolled of incoming and outgoing Moves by 1. This increases to 2 at 8-Levels of Steel, and 3 at 15-Levels of Steel. Additionally the user applies this bonus to their Initiative Bonus.

Prerequisites:

- 2 Steel Levels
- Steelworker Ability

Dauntless Shield

The user gains a +1 Stat Boost to Defense and Special Defense. This increases to 2 at 5-levels of Steel, 3 at 9-levels of Steel, 4 at 13-levels of Steel, and 5 at 17-Levels of Steel. This Ability can be used as many times equal to the User's Proficiency Modifier. Passively Double the Damage Bonus Decrease from Heavy Metal.

Prerequisites:

- 4 Steel Levels
- Steelworker Ability
- Heavy Metal Ability

Filter

Decrease the Die Rolled of Super Effective Moves by 1. This increases to 2 Die Rolled decreases at 9-Levels of Steel, and 3 at 17-Levels of Steel. This negative from Heavy Metal is ignored now.

Prerequisites:

- 6 Steel Levels
- Steelworker Ability
- Heavy Metal Ability
- Dauntless Shield Ability

Iron Barbs

When a contact Move confirms a hit against the User, the target takes Double DOT Damage to themselves. If the User confirms a hit against a target with a contact Move, the target takes additional DOT Damage.

Prerequisites:

- 4 Steel Levels
- Steelworker Ability

Stance Change

When the user uses a Special or Physical Move the User gains the Boosts from Light Metal. When the user uses a Status Move the User gains the Boosts from Heavy Metal. The Bonuses from the Light Metal Tree are doubled in the Attack Stance, and the Bonuses from the Heavy Metal Tree are doubled in the Defense Stance.

Prerequisites:

- 16 Steel Levels
- 8 Steel Abilities

Dark Abilities

Dark Types gain access to a plethora of abilities that increase their Stat Boosts, Overall Damage, and nullifying effects in an area around them. Dark Pokemon hide in the shadows from any threat, before pouncing on targets with a calculated attack. For each Pokemon that faints near them they continue to rise in Power using the fainted Pokemon around them to buff themselves and their allies. Dark Pokemon excel at crippling their foes, before reaping the rewards of their attacks.

Dark Aura

Increase the Die Rolled of Dark Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Dark Level

Pickpocket

If the User confirms a hit against a target with a Physical Move, the target must make a Physical Save. If the target fails the Physical Save, the user gains an item from the target if a slot is free for the User. If an item slots are full, the item is dropped.

Prerequisites:

- 2 Dark Levels
- Dark Aura Ability

Mycelium Might

Increase the Saving Throw DC of Status Moves by 1 per Dark Ability. This Saving Throw DC also applies to Pickpocket.

Prerequisites:

- 4 Dark Levels
- Dark Aura Ability
- Pickpocket Ability

Prankster

The user gains the ability to use a Level 3 or lower Status Moves as a swift action. This increases to Level 4 or lower at 10-Levels of Dark, and to Level 5 at 15-Levels of Dark.

Prerequisites:

- 6 Dark Levels
- Dark Aura Ability
- Pickpocket Ability
- Mycelium Might Ability

Defiant

Increase Stat Drop Saving Throws of the User by 1. If the User fails on a Saving Throw, gain a +1 Physical Attack Boost. Increase the Save and Stat Boost bonus to 2 at 5-levels of Dark, 3 at 9-levels of Dark, 4 at 13-levels of Dark, and 5 at 17-levels of Dark.

Prerequisites:

- 2 Dark Levels
- Dark Aura Ability

Competitive

Increase Stat Drop Saving Throws of the User by 1. If the User fails on a Saving Throw, gain a +1 Special Attack Boost. Increase the Save and Stat Boost bonus to 2 at 5-levels of Dark, 3 at 9-levels of Dark, 4 at 13-levels of Dark, and 5 at 17-levels of Dark.

Prerequisites:

- 2 Dark Levels
- Dark Aura Ability

Moxie

When an enemy faints within 30ft of the user, the user Increases the Die Rolled of their Moves by 1. This effect increases to 2 at 9-Levels of Dark, and 3 at 17-Levels of Dark. This effect is doubled if the user causes the target to faint.

Prerequisites:

- 4 Dark Levels
- Dark Aura Ability
- Defiant OR Competitive Ability

Supreme Overlord

When an ally faints within 30ft of the user, the user gains the double bonus of Moxie, as if the user caused the ally to faint. Additionally when Moxie is activated, the Ability activates twice.

Prerequisites:

- 6 Dark Levels
- Dark Aura Ability
- Defiant OR Competitive Ability
- Moxie Ability.

Battle Bond

The user is able to touch an ally as a free action that links the target and the user. The User and the target now linked can share Stat Boosts and Stat Drops. If the User gains a Physical Attack Stat Boost by 2, the Ally gains a Physical Attack Stat Boost by 2. Additionally when Moxie is activated, the User gains a +1 Stat Boost to All Stats.

Prerequisites:

- 8 Dark Levels
- Dark Aura Ability
- Defiant OR Competitive Ability
- Moxie Ability.
- Supreme Overlord

Unnerve

When a Pokemon comes within 15ft of the user, the target must roll a Physical Save. If the target fails the save, the target is unable to consume berries unless the target moves out of the User's Unnerve range.

Prerequisites:

- 2 Dark Levels
- Dark Aura Ability

Intimidate

When a Pokemon comes within 15ft of the user, the target must roll a Physical Save. If the target fails the save, the target takes a 1 Stat Drop to Physical Attack. Increase the Stat Drop bonus to 2 at 5-levels of Dark, 3 at 9-levels of Dark, 4 at 13-levels of Dark, and 5 at 17-levels of Dark.

Prerequisites:

- 4 Dark Levels
- Dark Aura Ability
- Unnerve Ability

Bad Dreams

If a Pokemon has the Asleep Status Condition within the range of the User. The target takes Double DOT Damage at the end of the Round. Apply to Intimidate Bonus to the DC of Status Condition Saving Throws, doubled for the Asleep Status Condition.

Prerequisites:

- 6 Dark Levels
- Dark Aura Ability
- Unnerve Ability
- Intimidate Ability

Innards Out

When a contact Move confirms a hit against the User, the target takes Double DOT Damage to themselves. If the User confirms a hit against a target with a contact Move, the target takes additional DOT Damage.

Prerequisites:

- 4 Dark Levels
- Dark Aura Ability
- Unnerve Ability

Illusion

The user gains the ability to change forms into a Pokemon that they have seen before. When doing so the user takes the Stats of the Pokemon that they have transformed into, while maintaining the user's Abilities and Moves. The Illusion fades when the user falls below 50% Maximum HP. The User can use this a number of times per day equal to their Proficiency Modifier.

Prerequisites:

- 4 Dark Levels
- Dark Aura Ability

Power Of Alchemy

When a Pokemon faints near the target, the User can touch the target as a free action to gain the Abilities of the fallen target. When this effect occurs the user is also healed to their Maximum HP. This effect can trigger a number of times per day equal to the User's Proficiency Modifier.

Prerequisites:

- 16 Dark Levels
- 8 Dark Abilities

Fairy Abilities

Fairy Types gain access to a plethora of abilities that Provide Status Condition Auras, Misty Terrain, and Ally Damage Boosts. Fairy Pokemon thrive on keeping their allies protected, and being able to use their abilities to top of their allies health pools. Fairy Pokemon are mystical and sometimes mythical Pokemon that bring radiance and bright energy to the Pokemon around them, always being on the defensive. When push comes to shove, they show their true colors and can deal high damage with their Fairy properties.

Fairy Aura

Increase the Die Rolled of Fairy Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Fairy Level

Aroma Veil

Allies within 30ft of the user gain +1 to bonus to Status Effect Saving Throws. 2 at 5-levels of Fairy, 3 at 9-levels of Fairy, 4 at 13-levels of Fairy, and 5 at 17-levels of Fairy. This does not apply to the User.

Prerequisites:

- 2 Fairy Levels
- Fairy Aura Ability

Pastel Veil

Allies within 30ft of the user apply the bonus for Aroma Veil to Status Condition Saving Throws. This bonus is doubled for the Poison Status Condition. The Double Bonus does not apply to the User. Aroma Veil now applies to the User.

Prerequisites:

- 4 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability

Sweet Veil

Allies within 30ft of the user apply the bonus for Aroma Veil to Status Condition Saving Throws. This bonus is doubled for the Asleep Status Condition. The Double bonus does not apply to the user. Aroma Veil now applies to the User.

Prerequisites:

- 4 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability

Healer

Allies within 30ft of the user that have a Status Condition, can reroll their original Save to Remove the Status Condition. Rolls made this way, double the Bonus from Aroma Veil.

Prerequisites:

- 6 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability
- Pastel Veil OR Sweet Veil Ability

Hospitality

Allies within 30ft of the user that Successful Save on a Status Condition or Status Effect Saving Throw heal an amount equal to 2 times the current DOT Table. This effect also occurs if the target is within the 30ft Radius when they end their turn.

Prerequisites:

- 8 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability
- Pastel Veil OR Sweet Veil Ability
- Healer Ability

Guard Dog

Allies within 30ft of the user apply the bonus for Aroma Veil to Status Drop Saving Throws. Additionally If a Pokemon with Intimidate comes within range of the User, the User instead gains a +1 Physical Attack Stat Boost on failed saves, and a +2 Physical Attack Stat Boost on successful Saves.

Prerequisites:

- 4 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability

Victory Star

The Bonus from Aroma Veil now Applies to Accuracy Checks. Additionally Allies within 30ft of the User increases their Die Rolled by 1. This bonus increases by 1at 8-Levels of Fairy, and by 2 at 15-Levels of Fairy. This Bonus does not apply to the user.

Prerequisites:

- 6 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability
- Guard Dog Ability

Soul-Heart

When an Ally within 30ft of the User successfully Saves on a Saving Throw, the Ally gains a +1 Stat Boost to All Stats. When an Ally gains this benefit, the User gains the same Stat Boost. The User cannot gain this Stat Boost by themselves.

Prerequisites:

- 8 Fairy Levels
- Fairy Aura Ability
- Aroma Veil Ability
- Guard Dog Ability
- Victory Star Ability

Cute Charm

When a Pokemon lands a Contact Move on the user, the target must make a Physical Save or be Infatuated for 1d4+1 Rounds. Additionally increase the Physical Evasiveness by 1. Increase the Save and Evasiveness bonus to 2 at 5-levels of Fairy, 3 at 9-levels of Fairy, 4 at 13-levels of Fairy, and 5 at 17-levels of Fairy.

Prerequisites:

- 2 Fairy Levels
- Fairy Aura Ability

Symbiosis

If an Ally consumes an item within 30ft of the User, the User is able to pass their Consumable Item to the Ally as an Immediate Action.

Prerequisites:

- 2 Fairy Levels
- Fairy Aura Ability

Pixilate

Increase the Die Rolled of Fairy Moves by 1. This increases to 2 at 9-Levels of Fairy, 3 at 17-Levels of Fairy. Normal Type Moves become Fairy Type Moves and also gain this effect.

Prerequisites:

- 6 Fairy Levels
- Fairy Aura Ability

Triage

The user gains the ability to use a Level 3 or lower Status Moves as a swift action. This increases to Level 4 or lower at 10-Levels of Fairy, and to Level 5 at 15-Levels of Fairy.

Prerequisites:

- 6 Fairy Levels
- Fairy Aura Ability

Misty Surge

The user is able to create Misty Terrain as a Swift Action. The amount of times the user is able to use this Ability is equal to the user's Proficiency Bonus per day.

Prerequisites:

- 6 Fairy Levels
- Fairy Aura Ability

Magical Field

Improve Misty Surge to Magical Field, as well as the effects of Misty Terrain. Misty Terrain is now changed to Magical Field. The user is now able to cast this ability as many times per day equal to the user's level.

Prerequisites:

- 16 Fairy Levels
- 8 Fairy Abilities

Normal Abilities

Normal Types gain access to a plethora of abilities that increases their Physical Defense, Type Changing and positional damage. Normal Pokemon are simple Pokemon that are a jack of all trades, being able to take abilities from other Pokemon regardless of prerequisites. They are the only type with the ability to take from all types. Additionally Normal Pokemon gain many type changing abilities that allows them to adapt to any situation brought to them.

Plain

Increase the Die Rolled of Normal Moves by 1 when Current HP is 50% or below Maximum HP.

Prerequisites:

- 1 Normal Level

Hyper Cutter

Increase the Saving Throw rolls against Stat Drops by 1. Increase the Saving Throw bonus to 2 at 5-Levels of Normal, 3 at 9-Levels of Normal, 4 at 13-Levels of Normal, and 5 at 17-Levels of Normal. This Bonus is doubled for Physical Attack Saves.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Well-Baked Body

Decrease the Die Rolled of Physical Moves by 1. Gain a +1 Stat Boost to Physical Defense when the User is hit with a Fire Move. This Bonus increases to 2 at 9-Levels of Normal and 3 at 17-Levels of Normal. Additionally if Fire is a Super Effective against the user, it is now Normal Damage, If Normal Damage it is now Not Very Effective, If Not-Very Effective it is now an Immunity.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Hyper Cutter Ability

Fluffy

Decrease the Die Rolled of Contact Move by 2. This Bonus increases to 4 at 9-Levels of Normal, and 6 at 17-Levels of Normal. Additionally if Fire is an Immunity, it is now Not-Very Effective, If Not-Very Effective it is now Normal Damage, If Normal it is now Super Effective.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Hyper Cutter Ability

Fur Coat

Decrease the Die Rolled of Physical Moves by 1. This Bonus increases to 4 at 9-Levels of Normal, and 6 at 17-Levels of Normal.

Prerequisites:

- 6 Normal Levels
- Plain Ability
- Hyper Cutter Ability
- Fluffy Ability

Shell Armor

If a Pokemon confirms a Critical Hit against the user, the user ignores the bonus damage from the crit. The user can negate Critical Hits an amount of times a day equal to their Proficiency modifier.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Hyper Cutter Ability

Immunity

Increase Status Condition Saving Throws of the User by 1. Increase the Save bonus to 2 at 5-levels of Normal, 3 at 9-levels of Normal, 4 at 13-levels of Normal, and 5 at 17-levels of Normal. This bonus is doubled against Poison Saving Throws.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Toxic Boost

The Bonus for Immunity is applied to all Status Conditions, but this bonus is removed for Poison Saving Throws. Increase the Die Rolled of Moves by 1 when afflicted with Status Condition. This bonus increases to 2 at 9-Levels of Normal, and 3 at 17-Levels of Normal. This bonus is doubled when afflicted with Poison.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Immunity Ability

Poison Heal

The Bonus for Immunity is applied to all Status Conditions, but this bonus is removed for Poison Saving Throws. If the user is afflicted with the Poison Status Condition, the User heals an amount equal to the DOT Table.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Immunity Ability

Color Change

When the User is hit with a Move, the user changes their Type to Match the Move that connected. If the User is Normal and hit with Ember, the User becomes a Fire Type. If the User changes types this round Increase the Die Rolled of Moves by 1. This bonus increases to 2 at 9-Levels of Normal, and 3 at17-Levels of Normal.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Protean

The User changes their type depending on the Move that the User is using. IF the User uses Water Gun, the User becomes a Water Type. If the User changes types this round Increase the Die Rolled of Moves by 1. This bonus increases to 2 at 9-Levels of Normal, and 3 at17-Levels of Normal.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Forecast

The User changes their type depending on the weather present. Harsh Sunlight to Fire, Heavy Rainfall to Water, Snow Storm to Ice, Sandstorm to Ground, Delta Stream to Flying. If the User changes types this round Increase the Die Rolled of Moves by 1. This bonus increases to 2 at 9-Levels of Normal, and 3 at17-Levels of Normal.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Mimicry

The User changes their type depending on the Terrain present. Grassy Terrain to Grass, Electric Terrain to Electric, Misty Terrain to Fairy, Psychic Terrain to Psychic. If the User changes types this round Increase the Die Rolled of Moves by 1. This bonus increases to 2 at 9-Levels of Normal, and 3 at17-Levels of Normal.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Multitype

If the User has changed its type this round, increase the Die Rolled of Moves by 1. This bonus increases to 2 at 9-Levels of Normal, and 3 at17-Levels of Normal. The Bonus is increased by each Type Change the User made from their Last Turn.

Prerequisites:

- 8 Normal Levels
- Plain Ability
- 3 Type Changing Abilities
- Color Change OR Protean OR Forecast OR Mimicry

Stall

Increase the Saving Throw rolls against Stat Drops by 1. Increase the Saving Throw bonus to 2 at 5-Levels of Normal, 3 at 9-Levels of Normal, 4 at 13-Levels of Normal, and 5 at 17-Levels of Normal. The user loses their Initiative Bonus.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Analytic

If the User has moved after the Target, the Die Rolled is increased by 2. This bonus increases to 4 at 9-Levels of Normal, and 6 at 17-Levels of Normal.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Stall Ability

Slow Start

The user Loses their Physical Attack, Special Attack, and Speed Mod. The User decreases the damage of their Moves by 2. This increases to 4 at 9-Levels of Normal, and 6 at17-Levels of Normal. On the 3rd round of combat The User Doubles the Physical Attack, Special Attack, and Speed Mod. Additionally the decrease in damage is also doubled.

Prerequisites:

- 6 Normal Levels
- Plain Ability

Speed Boost

On Round Start the User gains a +1 Stat Boost to Speed. The User gains this Boost again at the end of the Round or when a Move fails to connect against the User.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Stakeout

If the User has moved before the Target, the Die Rolled is increased by 2. This bonus increases to 4 at 9-Levels of Normal, and 6 at 17-Levels of Normal.

Prerequisites:

- 4 Normal Levels
- Plain Ability
- Speed Boost Ability

Simple

When the User is afflicted with a Stat Boost or Drop, the Boost or Drop is Doubled. If the Uses Swords Dance, their Physical Attack increases by 4 Stat Boosts. If the User is hit with Growl, the User gains a 2 Physical Attack Drop.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Moody

At Round Start the User gains a 2 Stat Boost and a 1 Stat Drop to a random Stat at. The User rolls a 1d8. (1-Physical Attack, 2-Special Attack, 3-Physical

Defense, 4-Special Defense, 5-Speed, 6-Accuracy, 7-Evasiveness, 8-Crit Threshold).

Prerequisites:

- 2 Normal Levels
- Plain Ability

Klutz

Increase the Saving Throw rolls against Stat Effects by 1. Increase the Saving Throw bonus to 2 at 5-Levels of Normal, 3 at 9-Levels of Normal, 4 at 13-Levels of Normal, and 5 at 17-Levels of Normal. This Bonus is doubled against removing Item effects. Additionally the User ignores any negative side effects of items.

Prerequisites:

- 2 Normal Levels
- Plain Ability

Normalize

Increase the Die Rolled of Normal Moves by 1. This increases to 2 at 9-Levels of Normal, 3 at 17-Levels of Normal. All Non-Normal Moves become Normal Moves.

Prerequisites:

- 6 Normal Levels
- Plain Ability

Scrappy

Ignore the Normal and Fighting Immunity of Ghost Type Pokemon.

Prerequisites:

- 6 Normal Levels
- Plain Ability

Truant

The user is unable to act some turns, only being able to act every other turn. The Decreases all incoming Die Rolled by half, rounded down, and Increases all Outgoing Die Rolled by double.

Prerequisites:

- 8 Normal Levels
- Plain Ability

Parental Bond

When the User lands a Damaging Dealing Move on a target. The user then rolls another attack that deals half the amount of die rolled for the first Move.

Prerequisites:

- 8 Normal Levels
- Plain Ability

Advanced Ability

Normal Type Moves are now always considered Super Effective against Pokemon. Additionally all Normal Moves apply a Saving Throw against Normality. Normality suppresses a number of abilities equal to the level of the Move. The target can make a Speed Save against these effects.

Prerequisites:

- 16 Normal Levels
- 8 Normal Abilities

Evolve Abilities

These Abilities are given access to all Pokemon Types. The Prerequisites for these Abilities are that they are Abilities that can only be taken upon a Pokemon Evolving (In regards for 3 stage Pokemon). Pokemon that choose to not be a 3 stage form Pokemon still gain these Abilities at the levels as if they were a 3 stage Pokemon. These Abilities help a Pokemon hone in on a particular set of Move Types, and give them access to those Move types on taking them. For Example If a Fire Electric Type Pokemon with Dragon and Steel sub-types wants to specialize in the Moves Bitter Blade and Behemoth Blade, they can take the Evolve Ability Sharpness. Increasing the damage of Blade Moves. Or an Ability can increase the damage from Crit moves.

Adapatability

Increase the Damage Die of STAB by 1.

Prerequisites:

- Evolve

Beast Mode

Increase the Hit Die of the User. All current and future Hit Die increase to a 1d12.

Prerequisites:

- Evolve

Contrary

Stat Drops are now considered Stat Boosts. Stat Boosts are now considered Stat Drops.

Prerequisites:

- Evolve

Regenerator

The User heals a Hit Die at the end of the round.

Prerequisites:

- Evolve

Sniper

Increase the Critical Hit Power to 3x times damage instead of 2x damage.

Prerequisites:

- Evolve

Bulletproof

Decrease the Die Rolled of Ball and Bomb Moves by 2. If the Move is AoE, gain advantage on the Speed Save. Half Damage on Failed Save, No Damage on Successful Save

Prerequisites:

- Evolve

Gorilla Tactics

Increase the Die Rolled of Ball and Bomb Moves by 2. Additionally the saves of these Move are given at Disadvantage.

Prerequisites:

- Evolve

Reckless

Increase the Die Rolled of Recoil Moves by 2.

Prerequisites:

- Evolve

Strong Jaw

Increase the Die Rolled of Jaw Moves by 2.

Prerequisites:

- Evolve

Iron Fist

Increase the Die Rolled of Punch Moves by 2.

Prerequisites:

- Evolve

Tough Claws

Increase the Die Rolled of Contact Moves by 2.

Prerequisites:

- Evolve

Sharpness

Increase the Die Rolled of Slicing Moves by 2.

Prerequisites:

- Evolve

Sheer Force

Increase the Die Rolled of Moves with Secondary Effects by 2. Lose the Secondary Effect on these Moves.

Prerequisites:

- Evolve

Skill Link

Increase the Die Rolled of Multi-Strike Moves by 2.

Prerequisites:

- Evolve

Technician

Increase the Die Rolled of Level 3 and Lower Moves by 2.

Prerequisites:

- Evolve

Soundproof

Decrease the Die Rolled of Sound Moves by 2.If the Move is AoE, gain advantage on the Speed Save. Half Damage on Failed Save, No Damage on Successful Save

Prerequisites:

- Evolve

Chapter 4: Pokemon Moves

There are almost a 1000 Pokemon Moves to choose from. Pokemon normally can only know 4 moves, having to forget Moves to learn new more Powerful ones. Here Moves are treated like Spells or Attacks in other tabletop games.

The Moves that Pokemon can learn are usually tied to the typing of the Pokemon. Fire Types learning Fire Moves, Water Types learning Water Moves, with various Normal moves scattered through the Leveling. Additionally, Moves are learned at varying levels, some Level 3, some LEvel 17, and even 56. Instead each time a Pokemon levels up they will learn a new Move. The Moves the Pokemon are allowed to learn must be of a Level that is castable by the User. A Pokemon that evolves from Level 4 to 5, cannot choose to learn a Level 3 Move. A Pokemon is able to learn a Level 3 Move at Level 6.

A Pokemon is able to learn a Level 1 Move at Level 0. Level 2 Moves at Level 3, Level 3 Moves at Level 6, Level 4 Moves at Level 9, Level 5 Moves at Level 12, Level 6 Moves at Level 15, and Level 7 Moves at Level 18.

Additionally Players are limited to the amount of times they can use each Move. In the Pokemon Games this is referred to as PP (Power Point). Lower Level Moves have a large PP pool, reaching upwards for 40, such as Scratch or Tackle. But as moves get stronger the amount of PP decreases drastically where some Moves only have a PP of 5, such as Hyper Beam and Giga Impact. When a Move has no more PP, the Move is no longer usable until a Long Rest or a PP restoring berry is used.

Some Pokemon Moves can have effects on their Moves. In the Games these moves had a % chance to cause a Status Condition, Status Effect, and Stat Drops. In some table top games this is down throw Saving Throws. Instead of a move like Ember having a 30% Ember chance, it instead has a Special Saving Throw attached to the Move. Additionally for Moves like Earthquake, these have been given the AoE (Area of Effect) Tag. This Move instead of having an Accuracy Check, has a Speed Save, Successful Saves causing Pokemon to Take half Damage, and Full damage on failed saves.

Almost every Pokemon Move has kept their original design intact with a few having minor changes, and fewer having major changes in effects.

Stat Boosts/Drops

Physical Attack: When a Pokemon receives a Physical Attack Boost, they increase the Die rolled for Physical Attack Moves by 1. Additionally when a Pokemon has a Physical Attack Drop, they decrease the Die rolled by 1. If the Character can't decrease the Die any more, the Die used is decreased. For Example if a Pokemon was to use the Move Pound with a Physical Attack Drop,

it now deals 1d6 instead of 1d8, down to a 1d2 being the Lowest.

Physical Defense: When a Pokemon receives a Physical Defense Boost, they decrease the Die rolled for Physical Moves against them by 1. Additionally when a Pokemon has a Physical Defense Drop, they increase the Die rolled by 1.

Special Attack: When a Pokemon receives a Special Attack Boost, they increase the Die rolled for Special Attack Moves by 1. Additionally when a Pokemon has a Special Attack Drop, they decrease the Die rolled by 1. If the Character can't decrease the Die any more, the Die used is decreased. For Example if a Pokemon was to use the Move Sonic Boom with a Special Attack Drop, it now deals 1d6 instead of 1d8, down to a 1d2 being the Lowest.

Special Defense: When a Pokemon receives a Special Defense Boost, they decrease the Die rolled for Special Moves against them by 1. Additionally when a Pokemon has a Special Defense Drop, they increase the Die rolled by 1.

Speed: When a Pokemon receives a Speed Boost, they increase their Initiative Score, which can allow them to move earlier in the next turn. Additionally when a Player has a Speed Drop, they can move later in the next turn.

Accuracy: When a Pokemon receives an Accuracy Boost, they increase the Accuracy Checks for both Physical and Special Moves by 2 for each Boost. Additionally when a Pokemon receives an Accuracy Drop, they decrease their Accuracy Checks by 2.

Evasiveness: When a Pokemon receives an Evasiveness Boost, they increase the Evasiveness Checks for both Physical and Special Moves by 2 for each Boost. Additionally when a Pokemon receives an Evasiveness Drop, they decrease their Evasiveness Checks by 2.

Status Conditions

Status Conditions are permanent Debuffs on a Pokemon, except Asleep. These Conditions can only be cured via Moves, Abilities, Items, and Long Rests. A Pokemon is also limited to 1 Status Condition at a time. The DoT's from here are Typeless Damage.

Poison: When a Pokemon is suffering from the Poison Status Condition. The Pokemon takes the Full DoT damage at the end of the Round.

Badly Poison: Similar to the Poison Status Condition, this Status Condition starts at 1d2 Typeless Damage and infinitely scales. The next round it increases to 2d4, then 3d6, 4d8, 5d10, 6d12, 8d20, and if they are still alive maxing at 10d100.

Burn: When a Pokemon is suffering from the Burn Status Condition, all Physical Moves by the Pokemon deal 50%, rounded down, less damage. Additionally the Pokemon takes 1/2 DoT damage at the end of the combat round. This also Removes the Pokemons PHA Mod to any effective stat.

Frostbite: When a Pokemon is suffering from the Burn Status Condition, all Special Moves by the Pokemon deal 50%, rounded down, less damage. Additionally the Pokemon takes 1/2 DoT damage at the end of the combat round. This also Removes the Pokemons SPA Mod to any effective stat.

Paralysis: When a Pokemon is suffering from the Paralysis Status Condition the Pokemon has to roll a 1d100 to see if it can act. If the Pokemon rolls under 50 they can act normally, if they roll a 51 or above, the target forfeits their turn. This also Removes the Pokemons SPE Mod to any effective stat.

Asleep: When a Pokemon is suffering from the Asleep Status Condition it cannot act for 1d4+1 Rounds. Some Moves can only be used when Asleep or against Asleep Pokemon. Some Abilities reduce this effect.

Status Effects

Status Effects can limit some Pokemon on what they do. Most Status effects last for only 1d4+1 Rounds.

Can't Flee: When afflicted the Pokemon can't move more than 5ft away from the Pokemon that caused it.

Confusion: When afflicted the Pokemon has to roll a d100. If the Pokemon rolls under 50, the Pokemon moves normally, if the Pokemon rolls above 51 the Pokemon hurts itself taking DoT and forfeits the round.

Disable: When afflicted the Move that was disabled is unable to be used.

Embargo: When afflicted the Pokemon is unable to use items, and their non consumable items do not work.

Encore: When afflicted the Pokemon continue to use the last move used. If the Pokemon runs out of PP of the move they were encored on they use Struggle.

Flee: When afflicted the Pokemon can't move within 30ft of the Pokemon that caused it.

Flinch: When afflicted the Pokemon forfeits its next turn.

Heal Block: When afflicted the Pokemon can't heal from items or moves, but can still heal passively from previously used Moves and Abilities.

Infatuation: When afflicted the Pokemon must roll a d100. If the Pokemon rolls under 50 it can attack the Pokemon who afflicted it, if it rolls above 51 the Pokemon forfeits its turn against the target.

Protection: Immune to Physical and Special Moves for 1 Round

Taunt: When afflicted the Pokemon cannot use Status Moves.

Torment: When afflicted the Pokemon cannot use the same Move in consecutive rounds.

Hazards

These are hazards that appear on the terrain. Pokemon that are touching the ground take damage or effects from these hazards when moving across them.

Spikes: These hazards can stack up to 3 times. One layer of spikes causes

Pokemon to take ½ DoT, two layers take DoT, and three layers take 2xDoT.

Stealth Rocks: These Rocks deal ½ DoT to Rock Resistant Pokemon, DoT to Rock Neutral Pokemon, and 2xDoT to Rock Super Effective Types.

Poison Spikes: Pokemon who walk over 1 layer have the Poison Status Condition, Pokemon that walk over 2 layers have the Badly Poisoned Status Condition.

Sticky Web: Pokemon caught in the Web must make Speed Saves to negate a Speed Drop while they remain in the Web.

Weather

There are various types of weather in the Pokemon games with the main 4 being Sunlight/Rain/Sandstorm and Hail. Hail and Snowstorm are interchangeable.

Harsh Sunlight: Increase the Damage Die of Fire Moves, Decrease the Damage Die of Water.

Extremely Harsh Sunlight: Increase the Damage Die of Fire Moves to a d12. Water Moves fail to be used. This weather cannot be overridden by other weather.

Heavy Rain: Increase the Damage Die of Water Moves by 1, Decrease the Damage Die of Fire Moves by 1.

Torrential Downpour: Increase the Damage Die of Water Moves to a d12. Fire Moves fail to be used. This weather cannot be overridden by other weather.

Delta Stream: Increase the Damage Die of Flying to a d12. Decrease the Damage Die of Rock, Ice, and Flying Moves by 2. This weather cannot be overridden by other weather.

Sandstorm: Pokemon take ½ DoT on round end if not Rock, Steel or Ground Type. Decrease Damage Die of Special Moves by 1 against Rock Types.

Haboob: Pokemon take DoT on round end if not Rock, Steel or Ground Type. Decrease the Damage Die of Special Moves by 2 against Rock Type.This weather cannot be overridden by other weather.

Snowstorm: Pokemon take ½ DoT on round end if not Ice Type.Decrease the Damage Die of Physical Moves by 1 against Ice Types.

Nor'Easter: Pokemon take DoT on round end if not Ice Type. Decrease the Damage Die of Physical Moves by 2 against Ice Types. This weather cannot be overridden by other weather.

Shadowy Aura: Pokemon take ½ DoT on round end if not a Shadow Pokemon.

Terrain

Terrains were introduced in later generations.

Electric Terrain: Increase the Damage Die of Electric Moves by 1. Pokemon gain advantage on Asleep Saving Throws if touching the ground.

Thunder Dome: Increase the Damage Die of Electric Moves to a d12. Additionally Pokemon are immune to the

Asleep Status Condition if touching the ground.

Grassy Terrain: Increase the Damage Die of Grass Moves by 1. Pokemon heal ½ DoT on the round end if touching the ground.

Berry Farm: Increase the Damage Die of Grass Moves to a d12. Additionally Pokemon heal DoT on the round end if touching the ground.

Psychic Terrain: Increase the Damage Die of Psychic Moves to a d12. Priority/Swift Moves are used at Disadvantage if the target is touching the ground.

Mind Palace: Increase the Damage Die of Psychic Moves to a d12. Additionally Pokemon touching the ground are immune to Priority/Swift Moves.

Misty Terrain: Decrease the Damage Die of Dragon Moves by 1. Pokemon touching the ground gain advantage on Status Effect Saves.

Magical Field: Dragon Type Moves cannot be used in this field. Pokemon touching the ground are immune to Status Effects.

Environment

Some Moves change depending on the Environment they are used, the same can be said for when a Pokemon is able to change their type. These Changes are for Secret Power (SP), Nature Power (NP) and Camouflage (CM).

Building/City: Normal
- SP - N/A
- NP - Tri Attack
- CM - Normal

Electric Terrain: Electric
- SP - Paralysis
- NP - Thunderbolt
- CM - Electric

Cave/Underground: Rock
- SP - Flinch
- NP - Power Gem
- CM - Rock

Desert/Sandstorm: Ground
- SP - Accuracy Drop
- NP - Earth Power
- CM - Ground

Water/Heavy Rain: Water
- SP - Physical Attack Drop
- NP - Hydro Pump
- CM - Water

Snow/Snowstorm: Ice
- SP - Frostbite
- NP - Ice Beam
- CM - Ice

Volcano/Harsh Sunlight: Fire
- SP - Burn
- NP - Flamethrower
- CM - Fire

Field/Grassy Terrain: Grass
- SP - Asleep
- NP - Energy Ball
- CM - Grass

Misty Terrain: Fairy
- SP - Special Attack Drop
- NP - Moonblast
- CM - Fairy

Psychic Terrain: Psychic
- SP - Speed Drop
- NP - Psychic
- CM - Psychic

Fire Moves

Will-O-Wisp

The user shoots a sinister, bluish-white flame at the target. The target must make a Speed Save or become Burned. Ignore Burn on Successful Save.

Additional:

- **Level:** 1
- **Move Type:** N/A
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Burn
- **Damage:** N/A

Ember

The target is attacked with small flames. This may also leave the target with a burn. The target takes 1d6 Fire Damage. The target must make a Special save to prevent being Burned, ignore burn on successful saves.

Additional:

- **Level:** 1
- **Move Type:** N/A
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 1d6 Fire

Heat Crash

The user slams its target with its flame covered body. The target takes 1d8 Fire Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Fire

Fire Spin

The target becomes wrapped within a fierce vortex of flames. If the move hits the target must also make a Special Save. The target takes 2d6 Fire Damage, on a failed save the target is Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Bound/DoT
- **Damage:** 2d6 Fire

Mystical Fire

The user attacks by breathing a special, hot fire. The target takes 3d6 Fire Damage. The target must make a Special Save. If the target fails the save the target takes 1 Special Attack Drop, ignore the stat drop on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 3d6 Fire

Flame Charge

Cloaking itself in flame, the user attacks. The move deals 3d6 Fire Damage and if the target fails a Physical Save, the user increases the Speed stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 3d6 Fire

Sizzly Slide

The user cloaks itself in fire and charges at the target. The target takes 3d6 Fire Damage and must make a Physical Save. If the target fails the save the target is Burned, ignore the burn on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 3d6 Fire

Incinerate

The user attacks the opposing Pokemon with fire. If the target is holding a berry, the berry is destroyed on a failed Speed Save. The target takes 5d6 Fire Damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Berry Gone
- **Damage:** 5d6 Fire

Searing Shot

The user torches Pokemon in front of them in a 30ft. Cone. Pokemon take 4d6 fire Damage. Pokemon can make a Speed Save for half damage. Pokemon that are hit also make a Special Save to not become burned.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Multiple Targets
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Burn Save
- **Damage:** 4d6 Fire

Shell Trap

The user sets a shell trap. if the user is hit by a Physical move within the next 1d4+1 Rounds the trap will explode inflicting damage onto the target. The target takes 5d8 Fire Damage. The Target can make a Speed Save for half damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Contact
- **Damage:** 5d8 Fire

Fire Fang

The user bites with flame-cloaked fangs. The target takes 4d6 Fire Damage and must make a Physical Save, successes ignore the Flinch, and a Physical Save, successes ignore the Burn.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Targets
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Burn and Flinch
- **Damage:** 4d6 Fire

Fire Punch

The user bites with flame-cloaked fangs. The target takes 4d6 Fire Damage and must make a Physical Save, successes ignore the Flinch, and a Physical Save, successes ignore the Burn.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Targets
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 5d6 Fire

Flame Wheel

The user cloaks itself in fire and charges at the target. The move deals 5d6 Fire Damage and if the target fails a Physical Save, the target is Burned, ignoring the burn on a successful roll. If the User suffers from Frostbite, it is cured of the Status Condition.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Targets
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 4d6 Fire

Burning Bulwark

The user's intensely hot body protects the User from attacks. The User is Immune to Damage for the round. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 49 the User fails the Move, if the User gets above a 50 the Move executes as usual. If a Pokemon makes contact with the user the target must make a Physical Save. If the target fails the save, the target is Burned.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** N/A
- **Target:** Self
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Burn/Protection
- **Damage:** N/A

Sunny Day

The user intensifies the sun for Rounds 1d4+1 Rounds. This creates Harsh Sunlight in a 40ft radius. Pokemon inside the area increase the Die rolled for Fire Type Moves, and decrease the Die rolled for Water Type Moves.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 40ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Weather
- **Damage:** N/A

Burning Jealousy

The user attacks with energy from jealousy. Targets in a 30ft cone take 7d6 Fire Damage. Pokemon must make a Special Save. Pokemon that fail the save are Burned, ignore burn on successful save. Pokemon that have had a stat boosted this round have disadvantage on the burn save. Speed Save for Half

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No

- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 7d6 Fire

Fiery Dance

Cloaked in flames, the user dances and flaps its wings, before sending a rush of fire onto a target. The target takes 7d6 Fire Damage. the target must make a Special Save, if it fails, the user increases its Special Stat by 1 stage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Boost
- **Damage:** 7d6 Fire

Fire Pledge

The target is hit with a column of fire from underground and takes 7d6 Fire Damage. If the target recently took a Grass Pledge, the target explodes the flames outward as well, causing pokemon within a 10 ft. radius causing the move to instead deal 8d6 Fire Damage. Pokemon in the 10ft radius can make a Speed Save to take half damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft/10ft
- **Target:** Single Target/Circle
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Grass Pledge
- **Damage:** 7(8)d6 Fire

Flame Burst

The user attacks the target with a bursting flame. The bursting flame deals 6d6 Fire Damage to the first target, before bouncing to another target within 30ft. The other target takes 6d6 Fire Damage, only taking half on a successful Speed Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 6d6 Fire

Flamethrower

The target is scorched with an intense blast of fire taking 7d6 fire Damage. If the move hits the target must make a Special Save or become Burned, ignore the burn on a successful save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 7d6 Fire

Inferno

The user attacks by engulfing the target in an intense fire. The User has Disadvantage on this attack. If the move hits the target takes 10d6 Fire Damage. The target must also make a Special Save. If the target fails the save the target is Burned, if the target succeeds on the save, ignore the burn.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 10d6 Fire

Lava Plume

The user scorches everything around it in an inferno of scarlet flames. Pokemon in a 30ft radius must make a Speed Save to take half damage. Pokemon then have to make a Special Save to not be burned. Pokemon take 6d6 Fire Damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Burn
- **Damage:** 6d6 Fire

Fire Lash

The user strikes the target with a burning lash. The target takes 7d6 Fire Damage. If the move connects the target must roll a Physical Save. If the target fails the save the target takes a defense stat drop. Ignore the stat drop on successful rolls.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 7d6 Fire

Sacred Fire

The target is razed with a mystical fire of great intensity. The target takes 7d6 Fire Damage and must make a Physical Save.

If the target fails the save the target is Burned, ignore the burn on successful saves.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 7d6 Fire

Eruption

The user attacks opposing Pokemon with explosive fury in a 30ft cone. Pokemon caught in the cone take damage based on the current HP% of the user. (100-11d8 | 99>90%-10d8 | 89-80%-9d8 | 79-70%-8d8 | 69-60%-7d8 | 59-50%-6d8 | 49-40%-5d8 | 39-30%-4d8| 29-20%-3d8 | 19-10%-2d8 | 9-1HP-1d8). Speed Save for half damage.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** Xd8 Fire

Fire Blast

The target is attacked with an intense blast of all-consuming fire. The target takes 9d6 Fire Damage and must make a Special Save. If the target fails the save the target is Burned, ignore burn on successful save.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 9d6 Fire

Heat Wave

The user attacks by exhaling hot breath on the opposing Pokemon. Targets caught 30ft Cone can make a Speed Save to take half damage from this attack. Pokemon hit must make a Special save against being Burned.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Burn
- **Damage:** 8d6 Fire

Magma Storm

The target becomes trapped within a maelstrom of Fire. If the move hits the target must also make a Special Save. The target takes 8d6 Fire Damage, on a failed save the target is Stormed, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Bound/DoT
- **Damage:** 8d6 Fire

Mind Blown

The user attacks everything around it by causing its own head to explode in a 30ft radius. The user takes Recoil, for 1/4 of the damage dealt. Pokemon caught in the area can make a Speed Save to take half damage from this move. This move deals 9d8 Fire Damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 9d8 Fire

Torch Song

The user blows out raging flames as if singing a song, scorching the target. The target has to make a Special Save. If the target fails the save, the user Increases their Special Attack Stat by 1 stage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Boost
- **Damage:** 9d6 Fire

Temper Flare

Spurred by desperation, the user attacks the target. If the user's move missed on the previous turn, the damage of this move is increased to 10d8 Fire. Protection Moves do not activate this conditional effect, but Paralysis does. If this effect is not triggered the Move deals 8d8 Fire.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Miss
- **Damage:** 8(10)d8 Fire

Bitter Blade

The user focuses its bitter feelings toward the world of the living into a slashing attack. The user deals 7d6 Fire Damage, and heals for half the amount dealt.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 7d6 Fire

Blaze Kick

The user launches a kick that lands Critical Hits more easily. If the move connects the target takes 8d6 Fire Damage. The target must also make a Physical Save or become Burned.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Crit (19-20)/Burn
- **Damage:** 8d6 Fire

Pyro Ball

The user attacks by igniting a small stone and launching it as a fiery ball at the target. The target takes 9d6 fire Damage, and must make a Physical Save. If the target fails the save the target is Burned, ignore the burn on successful rolls.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 9d6 Fire

Pyro Ball

The user attacks by igniting a small stone and launching it as a fiery ball at the target. The target takes 9d6 fire Damage, and must make a Physical Save. If the target fails the save the target is Burned, ignore the burn on successful rolls.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save

- **Effect:** Burn
- **Damage:** 9d6 Fire

Armor Cannon

The user shoots its own armor out as blazing projectiles. If the move connects the target takes 13d8 Fire Damage. The user then decreases the Physical Defense and Special Defense stat by 1 stage.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Self Stat Drop
- **Damage:** 13d8 Fire

Blue Flare

The user attacks by engulfing the target in an intense yet beautiful blue flame. The target takes 11d6 Fire Damage. If the move lands then the target must make a Special Save. If the target fails the save the target is Burned, ignore burn on successful save.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 11d6 Fire

Burn Up

It inflicts massive damage, the user burns itself out. The target takes 13d8 Fire Damage, but the user stops being a Fire Type and becomes Typeless for 1 Round. The User cures itself of Frostbite before the use of this Move.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Type Loss
- **Damage:** 13d8 Fire

Fusion Flare

The user brings down a giant flame, the move deals 10d8 Fire Damage. If the target was hit with Fusion Bolt this round, the target will take 15d8 Fire Damage.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** Fusion Bolt

- **Damage:** 10(15)d8 Fire

Overheat

The user attacks the target at full power. After landing the attack, the user takes a 2 Special Attack drop. The move deals 13d8 Fire Damage.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Fire

Flare Blitz

The user cloaks itself in fire and charges the target with tremendous force. The target takes 13d8 Fire Damage. The user takes Recoil damage equal to 1/4 of the damage dealt.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 13d8 Fire

Raging Fury

The user rampages and spews vicious flames for 1d2+1 Rounds. The closest target, prioritizing enemies, takes 13d8 Fire Damage. Only 1 PP is used for the duration of this attack. At the end of the duration the user is confused for 1d4+1 rounds.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d2+1/1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Confusion
- **Damage:** 13d8 Fire

V-Create

With a hot flame on its forehead, the user hurls itself at its target. The target takes 14d8 Fire Damage. The user then takes a Defense, Special Defense, and Speed drop.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 14d8 Fire

Blast Burn

The target is razed by a fiery explosion. The target takes 16d10 Fire Damage. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Fire

Water Moves

Withdraw

The user withdraws its body into its hard shell, increasing the Physical Defense by 1 stage.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** N/A
- **Target:** Self
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Water Gun

The target is blasted with a forceful shot of water.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Water

Soak

The user shoots a torrent of water that changes the target's type to water if it fails a Speed Save.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Water Type
- **Damage:** N/A

Water Sport

The user soaks the battlefield. This decreased the Damage Die of Fire Moves in a 30ft. radius.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Hazard
- **Damage:** N/A

Bubble

A spray of countless bubbles is jetted at the opposing Pokemon. The target must make a Speed Save, if the targets fail the save they take full damage and take a Speed Drop.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed
- **Effect:** Stat Drop
- **Damage:** 3d6 Water

Whirlpool

The user traps the target inside a violent, swirling whirlpool that inflicts damage. If the move hits the target must also make a Special Save. The target takes 2d6 Water Damage, on a failed save the target is Pooled, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Bound/DOT
- **Damage:** 2d6 Water

Clamp

The target is clamped and squeezed. If the move hits the target must also make a Physical Save. The target takes 2d6 Water Damage, on a failed save the target is Clamped, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Bound/DOT
- **Damage:** 2d6 Water

Triple Dive

The user performs a perfectly timed triple dive, hitting the target with splashes of water 3 times. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit, as well as the 3rd.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Multi-Hit
- **Damage:** 1(2-3)d8 Water

Aqua Ring

The user envelops itself in a veil made of water. It restores HP at the end of the turn DOT.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Self
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** N/A

Bubble Beam

A spray of bubbles is forcefully ejected at the target. The target must make a Special Save or take a Speed Drop.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Speed Drop
- **Damage:** 5d6 Water

Chilling Water

The user attacks the target by showering it with water so cold it saps the target's power. The target must make a Special Save. If the target fails the target takes a Physical Attack Drop, ignored on successful save.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Attack Drop
- **Damage:** 5d6 Water

Octazooka

The user attacks by spraying ink in the target's face. The target must make a Special Save, failed saves result in an Accuracy Drop.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 5d6 Water

Water Pulse

The user attacks the target with a pulsing blast of water. The target takes water damage and must make a Special Save. If the target fails the save the target is confused for 1d4+1 Rounds.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target

- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 5d6 Water

Water Shuriken

The user hits the target with throwing stars. This move has Priority and can be used as a Swift Action. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Swift
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d6 Water

Aqua Jet

The user lunges at the target to inflict damage moving at blinding speed. The target moves up to its movement to a target dealing 4d4 Water damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 4d4 Water

Flip-Turn

The user lunges at the target to inflict damage moving at blinding speed. The target moves up to its movement to a target dealing 4d6 Water damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** 5d6 Water

Razor Shell

The user cuts the target with sharp shells to inflict damage. The target must make a Physical save or have its defense lowered.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Save Drop
- **Damage:** 5d6 Water

Life Dew

The user scatters mysterious water around and restores the HP of itself and allies within a 30ft radius.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 4d8 Water

Rain Dance

The user summons a Heavy Rain that falls for1d4+1 Rounds. This creates Heavy Rain in a 40ft radius. Pokemon inside the area increase the Damage Die of Water Type Moves, and decrease the Damage Die of Fire Moves.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 40ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Weather
- **Damage:** N/A

Bouncy Bubble

The user attacks by shooting water bubbles at the target. It then absorbs the water and restores its health by half the damage dealt.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 5d6 Water

Bouncy Bubble

The user attacks by shooting water bubbles at the target. It then absorbs the water and restores its health by half the damage dealt.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 5d6 Water

Brine

This move's power is increased if the target is below 50% HP. The target is thrusted with a torrent of salty water from below.
Additional:

- **Level:** 4

- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Bonus Damage
- **Damage:** 7(9)d6 Water

Hydro Steam

The user blasts the target with boiling-hot water. This move does not receive a decrease in damage die in Harsh Sunlight, but instead is boosted as if it was a fire move.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Bonus Damage
- **Damage:** 7d8 Water

Scald

The user attacks by shooting boiling hot water at the target. The target must make a Special Save to ignore a Burn.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 7d6 Water

Snipe Shot

The user ignores the effects of the opposing Pokemon's moves and abilities that draw in moves. The User has advantage on this Attack. This move also has an increased Critical Hit Threshold.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ignore Abilities (19-20)
- **Damage:** 7d6 Water

Water Pledge

The target is hit with a column of fire from underground and takes 6d6 Water Damage. If the target recently took a Fire Pledge, the target explodes a harsh rainbow, causing pokemon within a 10 ft. radius causing the move to instead deal 8d6 Water Damage. Pokemon in the 10ft radius can make a Speed Save to take half damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No

- **Action Type:** Standard
- **Range:** 30ft/10ft
- **Target:** Single Target/Circle
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Fire Pledge
- **Damage:** 7(8)d6 Water

Aqua Cutter

The user expels pressurized water to cut at the target like a blade. This attack has a higher critical hit threshold.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Water

Aqua Step

The user toys with the target and attacks it using light and fluid dance steps. The target takes water damage. the user then increases its speed stat by 1 stage if the Target fails a Physical Save

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 7d6 Water

Dive

The user dives on into the ground as if it was water. The User emerges striking the target. The user also gains a Swim Speed for the 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Semi-Invuln
- **Damage:** 9d8 Water

Fishious Rend

The user rends the target with its hard gills. This move's power is increased if it moves before the target in Initiative order.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 6(8)d8 Water

Jet Punch

The user summons a torrent around its fist and punches at blinding speed. This move has Priority and can be used as a Swift Action.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 4d8 Water

Surging Strike

The user, having mastered the Water style, strikes the target with a flowing motion three times. Each strike deals 2d6 Water and has an increased critical hit threshold. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit, as well as the 3rd

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)/Multi-Hit
- **Damage:** 2d8 Water

Waterfall

The user charges at the target with the force of a waterfall. The target must make a Physical Save or become flinched.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 7d6 Water

Muddy Water

The user attacks by shooting muddy water at opposing pokemon. Target caught in the 30ft cone must make both a Speed Save and a Special Save. Pokemon that fail the Special save take an Accuracy Drop, and Pokemon that fail the Speed save take full damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Accuracy Drop
- **Damage:** 6d6 Water

Sparkling Aria

The user bursts into song, emitting many bubbles. Any Pokemon suffering from a burn will be cured by the touch of these bubbles. Speed Save for half damage. Pokemon can Make a Special Save to negate the Burn Cure.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Burn Heal
- **Damage:** 7d6 Water

Splishy Splash

The user charges a huge wave with electricity and hits the opposing Pokemon. The target must make a Special Save, on failed saves the target is Paralyzed. Speed Save for half damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Paralysis
- **Damage:** 8d6 Water

Steam Eruption

The user immerses the target in superheated steam. The target takes water damage and must make a Special Save. If the target fails the target becomes burned.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 8d6 Water

Surf

The user attacks everything around it by swamping its surroundings with a giant wave.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 8d6 Water

Water Spout

The user spouts water to damage opposing Pokemon. The damage is based on the current HP% of the user.

(100-11d8 | 99>90%-10d8 | 89-80%-9d8 | 79-70%-8d8 | 69-60%-7d8 | 59-50%-6d8 | 49-40%-5d8 | 39-30%-4d8| 29-20%-3d8 | 19-10%-2d8 | 9-1HP-1d8). Speed Save for half damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** Varies Water

Aqua Tail

The user attacks by swinging its tail as if it were a vicious wave in a raging storm.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Water

Liquidation

The user slams into the target using a full-force blast of water. The target must also make a physical save, failed saves result in a Physical Defense drop.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Defense Drop
- **Damage:** 9d6 Water

Wave Crash

The user shrouds itself in water and slams into the target with its whole body to inflict damage. The user also takes recoil equal to 1/4 of the damage dealt.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 10d8 Water

Hydro Pump

The target is blasted by a huge volume of water launched under great pressure.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d8 Water

Crabhammer

The target is hammered with a large pincer. This move has a heightened chance of landing a critical hit.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 11d6 Water

Origin Pulse

The user attacks opposing pokemon in a 30ft cone with countless beams of light that glow a deep and brilliant blue.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 10d6 Water

Hydro Cannon

The target is hit with a watery blast. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Water

Grass Moves

Grass Whistle

The user withdraws its body into its hard shell, increasing the Physical Defense by 1 stage.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Round
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Stun Spore

The user scatters a cloud of numbing powder. The target must make a Speed Save or become Paralyzed, successful rolls negate.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Paralysis
- **Damage:** N/A

Leafage

The user attacks by pelting the target with leaves. The target takes 1d8 Grass Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Grass

Leafage

The target is struck with slender whiplike vines. The target takes 1d8 Grass Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Grass

Forest's Curse

The user puts a forest curse on the target. The target can make a Speed Save to ignore gaining the Grass Type.

Additional:

- **Level:** 2
- **Move Type:** Status

- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Grass Type
- **Damage:** N/A

Sleep Powder

The user scatters a big cloud of sleep-inducing dust around the target. The target must make a Speed Save. If the target fails the save the Target is asleep for 1d4+1 Rounds, if the target succeeds the target is asleep for half the amount.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Absorb

A nutrient draining attack, the user's HP is restored by half the damage dealt. The target takes 2d6 Grass Damage.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 2d6 Grass

Branch Poke

The user attacks the target by poking it with a sharply pointed branch. The target takes 3d8 Grass Damage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Grass

Snap Trap

The user snares the target in a snap trap. If the move hits the target must also make a Physical Save. The target takes 2d6 Grass Damage, on a failed save the target is Snaped, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See Poison Table. The Pokemon takes half the amount of rounds on a successful save. One Snap Trap per enemy.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard

- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1
- **Save Type:** Physical Save
- **Effect:** Bound/DOT
- **Damage:** 2d6 Grass

Cotton Guard

The user protects itself by wrapping its body in soft cotton, which drastically increases the defense stat of the user by 3.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Self
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Cotton Spore

The user releases cotton like spores that cling to the opposing Pokemon which harshly lowers their Speed by 2 stages, 1 on successful save.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** N/A

Ingrain

The user lays roots that restore its HP every turn . The User can end Ingrian as a Bonus Action. The User heals ½ DOT per Round.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Self
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** N/A

Leech Seed

A seed is planted on the target. The target can make a Speed Save to ignore being Seeded. The target is Seeded and takes ½ DOT damage every round, and the user heals the same amount.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Drain
- **Damage:** N/A

Spore

Special Spores are scattered from mushrooms, if the opponent inhales the spores, it will fall asleep. Targets that fail the save fall asleep for 1d4+1 Rounds. Targets that succeed on the save fall asleep for 1 round.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Strength Sap

The user heals itself based on the Attack Mod of the target (if the target has a 20 Attack(+5), the user heals 5d8). The target must then make a Speed Save. If the target fails the save the target takes a 1 stat drop to Physical Attack, ignore the drop on successful rolls.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop/Heal
- **Damage:** N/A

Worry Seed

A seed that causes worry is planted on the target. The target must make a Speed Save, if the target fails the save the Highest Tier Ability is changed to Insomnia.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Ability Changed
- **Damage:** N/A

Grass Knot

The user snares the target with grass and trips it. The target takes 5d8 Grass Damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 5d8 Grass

Magical Leaf

The user scatters curious leaves that chase the targets in a 30ft cone.

Pokemon caught in this cone take 5d6 Grass Damage. Pokemon can make a Speed Save to take half damage.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 5d6 Grass

Mega Drain

A nutrient-draining attack, the user's HP is restored by half the damage dealt. The target takes 4d6 Grass Damage.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 4d6 Grass

Bullet Seed

The user forcefully shoots seeds at the target. 5 seeds are sent at the target each dealing 1d8 Grass Damage. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Grass

Grassy Glide

Gliding on the Ground, the user attacks the target. The target takes 4d8 Grass Damage. If this is used on Grassy Terrain, the move becomes a Swift Action instead of a Standard Action.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard/Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 4d8 Grass

Needle Arm

The user attacks by wildly swinging its thorny arms. The target takes 5d6 Grass Damage. The target must also make a Physical Save. If the target fails the save the target is Flinched for 1 round.
Additional:

- **Level:** 3

- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Grass

Razor Leaf

Sharp edged leaves are launched to slash at the opposing Pokemon. The target takes 5d6 Grass Damage. Critical hits land more easily.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 5d6 Grass

Trailblaze

The user attacks suddenly as if leaping out of tall grass. The target takes 5d6 Grass Damage, The target must then make a Physical Save. If the target fails the save the user gains 1 Speed boost, ignore the stat boost on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Close
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 5d6 Grass

Aromatherapy

The user releases a soothing scent that heals all status conditions affecting allies within a 40ft radius.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 40ft
- **Target:** Circle-Based
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Status Condition
- **Damage:** N/A

Grassy Terrain

The user releases a soothing scent that heals all status conditions affecting allies within a 40ft radius.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Terrain

- **Damage:** N/A

Spicy Extract

The user chooses a target within range to make a Physical Save. If the target fails the save the target takes a 2 Defense Drop, but takes only 1 on successful save. The user increases their Attack Stat according to the drop the target incurred.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop/Boost
- **Damage:** N/A

Spiky Shield

The user protects itself with a wall of spiky vines. The User is Immune to Damage for the round. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual. If a Pokemon lands or misses a Contact Move They Take 1x Current DOT

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** N/A
- **Target:** Self
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** N/A

Synthesis

The user heals its own HP by 5d6. When the weather is Harsh Sunlight increases the heal to 7d6, if used in other weathers decrease the heal to 3d6.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** N/A
- **Target:** Self
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Weather
- **Damage:** 5(3)(7)d6

Apple Acid

The user attacks the target with an acidic liquid created from tart apples. The target takes 7d6 Grass Damage and must make a Special Save. If the target fails the save the target takes 1 Special Defense Drop, ignore the drop on successful saves.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous

- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 7d6 Grass

Giga Drain

A nutrient-draining attack, the user's HP is restored by half the damage dealt. The target takes 6d6 Grass Damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 6d6 Grass

Grass Pledge

A Column of grass hits the target and takes 7d6 Grass Damage. If the target recently took a Water Pledge, a vast swamp explodes off the target causing Pokemon within a 10ft radius to take damage and increasing the same to 8d6 Grass. The Pokemon around the initial target can make a Speed Save to take half damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft/10ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Water Pledge
- **Damage:** 7(9)d6 Grass

Syrup Bomb

The user sets off an explosion of sticky candy syrup, which coats the target and causes the target's speed stat to drop for 1d4+1 Rounds, if the target fails a Special Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 6d6 Grass

Drum Beating

The user plays its drum, controlling the drum's roots to attack the target. the target takes 7d6 Grass Damage, and the target must make a Speed Save. If the target fails on the save the target takes a 1 Speed Stat Drop.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save

- **Effect:** Stat Drop
- **Damage:** 7d6 Grass

Flower Trick

The user throws a rigged bouquet of flowers at the target. The User has advantage on this attack, and has an Increased Critical Hit threshold.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** (19-20)
- **Damage:** 6d6 Grass

Grav Apple

The user inflicts damage by dropping an apple from high above. The target takes 7d6 Grass Damage and must make a Physical Save. If the target fails on the save the target takes a 1 stat drop to Physical Defense, ignore the stat drop on successful rolls.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Drop
- **Damage:** 7d6 Grass

Horn Leech

The user drains the target's energy with its horns. The target takes 6d6 Grass Damage, and heals the user half the damage dealt.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 6d6 Grass

Seed Bomb

The user slams a barrage of hard-shelled seeds down on the target from above. The target takes 7d8 Grass Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 67d8 Grass

Trop Kick

The user lands an intense kick of tropical origins on the target. The target takes

7d6 Grass Damage. The target must then make a Physical Save. If the target fails the save the target takes 1 Physical Attack drop, ignore the stat drop on successful save.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Drop
- **Damage:** 7d6 Grass

Jungle Healing

The user becomes one with the jungle, restoring 6d8 Health to themselves and allies within a 30ft. Radius. Allies will also recover from Status Conditions afflicting them.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Cure
- **Damage:** 6d8 Grass

Energy Ball

The user draws power from nature and fires it at the target. The target takes 9d6 Grass Damage and must make a Special Save. If the target fails the save the target takes 1 Special Defense Drop, ignore the drop on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 9d6 Grass

Matcha Gotcha

The user fires a blast of tea that is mixed. The user's HP is restored by half the damage dealt. The targets that fail the Speed Save hit by this move, must roll a Special Save or be burned.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Drain/Burn
- **Damage:** 6d6 Grass

Leaf Tornado

The user attacks its target by encircling it in sharp leaves. The target takes 9d6

Grass Damage. The target must make a Special Save, if the target fails the save the target takes a 1 Accuracy stat drop.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 9d6 Grass

Seed Flare

The user emits a shockwave from its body to attack the target. The target takes 8d6 Grass Damage. The target must make a Special Save. On failed saves the target takes a 2 stat drop to Special Defense,1 Stat Drop on Successful Saves
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 8d6 Grass

Leaf Blade

The user handles a sharp leaf like a sword and attacks by cutting the target. The target takes 9d6 Grass Damage. Critical hits land more easily.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Grass

Petal Blizzard

The user stirs up a violent petal blizzard and attacks everything around it. Pokemon in a 30ft. Radius takes 8d6 Grass Damage. Pokemon can make a Speed save to take half damage from this attack.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 8d6 Grass

Power Whip

The user violently whirls its vines, tentacles, or the like to harshly lash at the target. The Pokemon takes 9d8 Grass Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Grass

Sappy Seed

The user grows a gigantic stalk that scatters seeds to attack the target. The target takes 8d6 Grass Damage. The target can make a Physical Save to ignore being Seeded. (Leech Seed)

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 8d6 Grass

Chloroblast

The user launches its amassed chlorophyll to inflict damage on the target. The target takes 13d8 Grass Damage, and the user receives Recoil damage to 1/4 of the damage dealt.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 13d8 Grass

Leaf Storm

The user whips up a storm of leaves around the target. The target takes 13d8 Grass damage. The user lowers their Special Attack stat by 2 stages.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Grass

Petal Dance

The user attacks the target by scattering petals around the target for 1d2+1 Rounds. The closest target, prioritizing enemies, takes 13d8 Grass Damage. Only 1 PP is used for the duration of the attack. At the end of the duration the user is confused for 1d4+1 rounds.

Additional:

- **Level:** 6
- **Move Type:** Special

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d2+1/1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Confusion
- **Damage:** 13d8 Grass

Solar Beam

The user gathers sunlight then blasts a bundled beam of solar energy. The user must Recharge this move to use it again rolling a 6 on a 1d6 at the end of the round. If there is Harsh Sunlight, the user always recharges this move.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge/Weather
- **Damage:** 11d8 Grass

Solar Blade

The user gathers sunlight then slashes down with a sword made of pure solar energy. The Pokemon takes 11d8 Grass Damage. The user must Recharge this move to use it again, rolling a 1d6, on 6 regaining use back. If there is Harsh Sunlight, the user always recharges the move.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:**Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge/Weather
- **Damage:** 11d8 Grass

Wood Hammer

The user slams its rugged body into the target to attack. The target takes 13d8 Grass Damage. The user takes 1/4 of the damage as Recoil.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:**Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 13d8 Grass

Frenzy Plant

The user slams its rugged body into the target to attack. The target takes 13d8 Grass Damage. The user takes 1/4 of the damage as Recoil.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:**No
- **Action Type:** Standard

- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Recoil
- **Effect:** Recharge
- **Damage:** 16d10 Grass

Electric Moves

Thunder Wave

The user launches a weak jolt of Electricity that paralyzes the target. The target must make a Speed Save. Pokemon that fail the save are Paralyzed, successful saves negate this.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Paralysis
- **Damage:** N/A

Thunder Shock

A jolt of Electricity crashes down on the target to inflict damage 1d6 Electric Damage. If the target fails the save the target is Paralyzed, ignore paralysis on successful saves,

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 1d6 Electric

Nuzzle

The user nuzzles up on the target dealing 1d6 Electric Damage. The target must make a Physical Save, if the target fails the save the target is Paralyzed, ignore paralysis on successful save.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 1d6 Electric

Charge

The user boosts the power of the Electric Move it uses next turn. This increases the Damage Die of the next Electric Move. This also raises the user's Special Defense stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Self
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Buzzy Buzz

The user shoots a jolt of electricity to attack the target dealing 3d6 Electric Damage. The target must make a Special Save. If the target fails the save the Pokemon is paralyzed, ignore the paralysis on successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 3d6 Electric

Electro Ball

The user hurls an electric Orb at the target. The damage on this move is calculated on the Speed difference between the user and the target. If the Target has 10 (+0) Speed, and the user has 20 (+5) the target takes 5d8 Electric Damage. 1d8 per difference in the modifier.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** Xd6 Electric

Shock Wave

The user strikes the target with a quick jolt of electricity. The User has advantage on this attack. This move deals 3d6 Electric Damage.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 3d6 Electric

Spark

The user throws an electrically charged attack at the target dealing 3d6 Electric Damage. If the move connects the target must make a Physical Save. If the target fails the speed save the target is Paralyzed, ignore the paralysis on successful save.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Close
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 3d6 Electric

Zing Zap

A strong Electric blast crashes down on the target and the user. The target takes 3d6 Electric Damage and must make a Physical Save. If the target fails the Physical Save the target is Flinched for 1 Round.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Close
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 3d6 Electric

Eeri Impulse

The user's body generates an Eerie Impulse. Exposing the target to it causes them to make a Speed Save. If the Pokemon fails the save they take a 2 Special Attack Drop. Successful saves result in only 1 drop.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** N/A

Magnetic Flux

The user manipulates magnetic fields, which raises the Defense and Special Defense stats of ally Pokemon by 1 stage with the Plus or Minus Ability.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Charge Beam

The user attacks with an electric charge. The target takes 3d6 Electric Damage. The target must make a Special Save. If the Target fails the save the user also raises its Special Attack Stat by 1 stage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Special Attack
- **Effect:** Stat Boost
- **Damage:** 5d6 Electric

Electro Web

The user attacks and places an electric web on the target dealing 5d6 Electric Damage. The target must make a Speed

Save. If the target fails the save the target takes 1 Speed Drop, ignore the Speed Drop on successful saves.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 5d6 Electric

Parabolic Charge

The user attacks everything around it, in a 30ft. radius. Target within range must make a Speed Save. Pokemon that fail the save take 3d6 Electric Damage, half on success. The user heals half the damage dealt.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Drain
- **Damage:** 4d6 Electric

Volt Switch

The user launches an electric charged attack on a target and repels backwards because of the magnetism up to their Movement ft. away from the target. The target takes 5d6 Electric Damage. After leaping off the target the target does not receive an AoO, regardless if the move hits or not.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** 5d6 Electric

Thunder Fang

The user bites with electrified fangs. The target takes 4d6 Electric Damage and must make a Physical Save, successes ignore the Flinch, and a Physical Save, successes ignore the Paralysis.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save/Physical Save
- **Effect:** Flinch/Paralysis
- **Damage:** 4d6 Electric

Thunder Punch

The target is punched with an electrified fist dealing 5d6 Electric Damage. The target must also make a Physical Save. Pokemon that fail this save become Paralyzed, ignoring paralysis on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 5d6 Electric

Zippy Zap

The target is punched with an electrified fist dealing 5d6 Electric Damage. The target must also make a Physical Save. Pokemon that fail this save become Paralyzed, ignoring paralysis on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 5d6 Electric

Electric Terrain

The user electrifies the ground in a 30ft radius. Pokemon within the area power up Electric Type Moves, increasing the Damage Die of Electric Moves. Pokemon in the Terrain Struggle to fall asleep. Pokemon in the Terrain have Advantage on Sleep Saves. Sleep Durations are halved.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** N/A

Electrify

The user chooses a target within range, electrifying them. The moves they make for 1 Rounds, Status, Physical, Special are now considered an Electric Type Move. The Target can make a Speed Save to negate this effect.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Type Change
- **Damage:** N/A

Magnet Rise

The user levitates using Electrically generated magnetism for 1d4+1 Rounds.The Pokemon functions as if it has the Ability Levitate. This Pokemon ignores Hazards and is immune to Ground Moves.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Levitate
- **Damage:** N/A

Discharge

The user strikes everything around it by letting loose a flare of electricity dealing 6d6 Electric Damage. Pokemon must make a Special and Speed Saves. Pokemon that fail the Speed save take full damage, half on success. Pokemon that fail the Special save are Paralyzed, ignoring paralysis on success.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Paralysis
- **Damage:** 6d6 Electric

Overdrive

The user attacks opposing Pokemon in a 30ft cone. The sound of a guitar lingers in the air causing a huge echo and vibration causing targets to take 6d6 Electric Damage in the cone to make a Speed Save. Pokemon that succeed on the save take half damage, full of failure.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Paralysis
- **Damage:** 6d6 Electric

Rising Voltage

The user attacks with electric voltage rising from the ground. The target takes 7d6 Electric Damage. If this move is used while the user is on Electric Terrain, the damage is increased to 8d6.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous

- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 7(8)d6 Electric

Thunderbolt

A strong electric blast crashes down on the target. The target takes 7d6 Electric Damage and must make a Special Save. If the target fails the Save they are Paralysed, ignore paralysis on successful save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 7d6 Electric

Thunderclap

This Move enables the user to attack first with a jolt of electricity. If a target is in a threatening square and launches an attack (a damaging move) onto you, as an Immediate Action you can use this move to hit the enemy with an all out Clap, Thunder Clapping them.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Immediate
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 5d6 Electric

Zap Cannon

The user fires an electric blast like a cannon to inflict damage on the target. The User has Disadvantage on this attack. If the move hits the target takes 10d6 Electric Damage. The target must also make a Special Save. If the target fails the save the target is Paralyzed, if the target succeeds on the save, ignore the paralysis.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 10d6 Electric

Plasma Fists

The user attacks with electrically charged fists. If the attack connects, Pokemon within 20ft of the target will change their Normal Type Moves into Electric Moves Until the User's next turn. The target takes 7d6 Electric Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes

- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** 7d6 Electric

Wild Charge

The user shrouds itself in Electricity and smashes into the target dealing 8d8 Electric Damage. The user also receives Recoil from this move, inflicting 1/4 of the damage as Typless Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 8d8 Electric

Ion Deluge

The user disperses electrically charged particles, which change all Normal Moves used into Electric Moves. within a 40ft Radius of the User.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** 30ft Radius
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Hazard?
- **Damage:** N/A

Thunder

A wicked thunderbolt is dropped on the target to inflict damage. This Move has Advantage in Heavy Rainfall, but has Disadvantage in other Weather Types. The target must also make a Special Save. If the target fails the save the target is Paralyzed, ignore paralysis on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis/Weather
- **Damage:** 9d6 Electric

Thunder Cage

The user traps the target in a cage of sparking electricity. The target takes 9d6 Electric Damage and must make a Special Save. If the target fails the Save they are Can't Flee for 1d4+1 Rounds.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft

- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Can't Flee
- **Damage:** 9d6 Electric

Wildbolt Storm

The user summons a thunderous tempest and savagely attacks with lightning and wind. The targets caught in the Cone take 8d6 Electric Damage. The target must make a Special Save, if the target fails the save the target is Paralysed, ignore paralysis on successful save. Speed Save for Half Damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Paralysis
- **Damage:** 7d6 Electric

Bolt Beak

The user stabs the target with its electrified beak dealing 7d8 Electric Damage. If the user attacks before the target has acted this round the move deals 10d8 Electric Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7(10)d8 Electric

Supercell Slam

The user electrifies its body and drops onto the target to inflict damage. If the user misses the move the user takes Recoil damage for 1/4 of the damage the move would have inflicted. If the move connects the target takes 10d8 Electric Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Miss
- **Damage:** 10d8 Electric

Volt Tackle

The user electrifies itself and charges the target. The target takes 9d8 Electric Damage. The Target must also make a Physical Save. If the target fails the save the target is Paralyzed, ignore the paralysis on successful saves. The user also receives Recoil from this move, inflicting 1/4 of the damage as Typless Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 9d8 Electric

Electro Drift

The user races forward at ultrafast speeds, piercing its target with futuristic electricity. This move deals additional damage increasing to 13d8 Electric if its Supereffective Move.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 10(12)d8 Electric

Bolt Strike

The user surrounds itself with a great amount of electricity and charges its target dealing 11d6 Electric Damage. If the move lands then the target must make a Physical Save. If the target fails the save the target is Paralyzed, ignore paralysis on successful save.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 11d6 Electric

Double Shock

It inflicts massive damage, the user electrifies itself out. The target takes 11d8 Electric Damage, but the user stops being an Electric Type and becomes Typeless for 1 Rounds.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Type Loss
- **Damage:** 13d8 Electric

Fusion Bolt

The user throws down a giant lightning bolt, the move deals 10d8 Electric Damage. If the target was hit with Fusion Flare this round, the target will instead take 15d8 Electric Damage.

Additional:

- **Level:** 6

- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** Fusion Flare
- **Damage:** 10(15)d8 Electric

Electro Shot

The user 'absorbs electricity' in the area, The user then sends out a blast of electricity onto the target. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Electric

Psychic Moves

Hypnosis

The user employs hypnotic suggestions to make the target fall asleep. The target must fail the Speed Save to fall Asleep.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Round
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Kinesis

The user distracts the target by bending spoons. The target must make a Speed Save. If the target fails the save the target takes a Stat Drop to Accuracy.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** N/A

Meditate

The user meditates to awaken the power deep within its body to raise its attack stat.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Telekinesis

The user makes the target float with its psychic Power. The target must make a Speed Save. If the target fails its Speed Save it takes a 1 stage drop to Evasiveness.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** N/A

Agitate

The target is hit with a puny telekinetic force. The target must make a Special Save or become confused.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 1d6 Psychic

Telekinetic Punch

The target is hit with a puny telekinetic force. The target must make a Special Save or become confused.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Psychic

Agility

The user relaxes and lightens its body to move faster. This boosts the users Speed Stat by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Amnesia

The user temporarily empties its mind to forget its concerns. This boosts the Special Defense Stat by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Amnesia

The user temporarily empties its mind to forget its concerns. This boosts the Special Defense Stat by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Barrier

The user throws up a sturdy wall that raises the Physical Defense stat by 2 stages.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Calm Mind

The user quietly focuses its spirit to boost both its Special Attack and Special Defense stat by 1 stage each.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Cosmic Power

The user absorbs a mystical power from space to boost its Physical Defense and Special Defense Stat by 1 stage each
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Magic Powder

The user scatters a cloud of magic powder onto a target. The target must make a Speed Save or have its type changed to Psychic.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Type Change
- **Damage:** N/A

Miracle Eye

The user targets a Pokemon. If the target is a Dark type, they must make a Speed Save. If the target fails, the target can now be hit by Psychic Moves. The target also has its Evasiveness stat boosts ignored by the user.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Evasiveness/Type
- **Damage:** N/A

Role Play

The user mimics the target, completely copying, and replacing the user's Abilities with the target's Abilities, Speed Save to Negate.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Abilities
- **Damage:** N/A

Teleport

The user teleports up to 10ft per level to an unoccupied square. Avoid AoO.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Move
- **Range:** 10ft/Level/Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** N/A

Confusion

The target is hit with a weak telekinetic force to inflict damage. The target must also make a Special Save or become confused.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 3d6 Psychic

Stored Power

The user attacks the target with stored power. The more the user's stats are boosted, the greater the moves power. The more the user's stats are raised, the greater the move's power. This move has a flat amount of damage being 1d6. For each stat increase, increase the amount of die rolled by 1d6. This move can scale "infinitely". If all 7 stats are at the maximum, this move can deal 42d6.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A

- **Effect:** Stat Boost
- **Damage:** Xd6 Psychic

Mental Bash

The user places psychic energy from its cranium before launching itself at the target.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Psychic

Ally Switch

The user teleports using a strange power and switches places with one of its allies.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Move
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** N/A

Guard Swap

The user employs its psychic powers to swap stat drops and stat boosts of the Defense and Special Defense with a target. The target can ignore this with a Successful Speed Save.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Heal Pulse

The user emits a healing Pulse that restores the target's HP.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** 3d6 Psychic

Instruct

The user instructs the target to reuse the move last used by the target. The target can negate this effect with a successful Speed Save. The target does not use up the target's move PP.

Additional:

- **Level:** 3
- **Move Type:** Status

- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Power Swap

The user employs its psychic powers to switch stat changes with the target on the Physical Attack and Special Attack stat. The target can make a Speed Save to ignore this effect.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Psycho Shift

Using its psychic power of suggestion, the user transfers its status condition onto the target. The target must make a Speed Save. If the target fails on the Save, the User is still healed of the status Condition

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Status Condition
- **Damage:** N/A

Speed Swap

The user exchanges Speed Stats with the target. The target must make a Speed Save.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Take Heart

The user lifts its spirits, curing its own status condition. If the user does cure a status condition, it boosts its Special Attack and Special Defense stat by 1 stage.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous

- **Save Type:** Speed Save
- **Effect:** Stat Change/Cure
- **Damage:** N/A

Mystical Power

The user attacks by emitting a mysterious power. The target must make a Special Save. If the Target fails the Save, the user also boosts its Special Attack Stat.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 5d6 Psychic

Psybeam

The target is attacked with a peculiar ray. The target takes 5d6 Psychic Damage. The target must make a Special Save or become confused.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 5d6 Psychic

Twin Beam

The user shoots mystical beams from its eyes to inflict damage. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit. The target takes 3d6 Psychic Damage per beam.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** (2x)3d6 Psychic

Heart Stamp

The user unleashes a vicious blow after its cute act makes the target less wary. The target can make a Physical Save to avoid being Flinched.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Psychic

Psyshield Bash

Cloaking itself in psychic energy, the user slams into the target. The Target must make a Physical Save, if it fails the User gains a 1 stage Physical Defense Boost.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 5d6 Psychic

Gravity

The user strengthens the Gravity in a 40ft radius around the user. This enables Flying type pokemon and Pokemon with Levitate to be hit by Ground Type Moves for 1d4+1 Round. Pokemon Must roll a Speed Save Per Round if they are not affected by Gravity
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 40ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Hazard
- **Damage:** N/A

Heal Block

For 1d4+1 Rounds the user prevents the Pokemon caught in a 30ft cone to be unable to recover HP from abilities, items and moves. Speed Save for half
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Hazard
- **Damage:** N/A

Heart Swap

The user employs its psychic power to switch stat changes with the target. The target must make a Speed Save to ignore this effect.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Hazard
- **Damage:** N/A

Imprison

If Opposing Pokemon know any move also known by the user, they are prevented from using it. The target must

fail a Speed Save for the effect to take place.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Light Screen

A Wondrous wall of light is placed on allies to reduce the damage of Special moves by 50% for 1d4+1 Rounds
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Screen
- **Damage:** N/A

Lunar Dance

The user takes half its Hit Die in damage. The chosen target is healed 5d6, all move PP is restored and cures status conditions as well.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Cure
- **Damage:** 5d6 Psychic

Magic Coat

The user places a barrier on itself to reflect back Moves that inflict status conditions, Stat Drops, and Status Effects back onto the target.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Status'
- **Damage:** N/A

Magic Room

The user creates a bizarre area in which the effects of items are nullified. Pokemon within the 60ft radius of the Room are affected by this effect. This lasts for 1d4+1 Rounds. Pokemon roll a Speed Save each round till, unless they failed on the save.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No

- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Items
- **Damage:** N/A

Psychic Terrain

The user protects Pokemon on the ground from Priority moves, giving Disadvantage on SWift Actions. and increases the damage die of Psychic Moves used in a 30ft radius for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** N/A

Reflect

A Wondrous wall of light is placed onto allies within a 30ft radius. This reduces Physical Damage taken by 50% for 1d4+1 rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Screen
- **Damage:** N/A

Rest

The user goes into a deep sleep for 1d4+1 rounds. This fully heals the user but leaves it with the Asleep Condition. This overrides any other Status Condition

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Skill Swap

The user employs its psychic power to exchange abilities with the target. The target can avoid this with a successful Speed Save. The user exchanges 1 Ability per Save fail. The Target Saves until failure.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target

- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save/Multiple
- **Effect:** Abilities
- **Damage:** N/A

Trick Room

The user creates a bizarre area in which slower pokemon go first. This reverses the current Initiative. This lasts for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Room
- **Damage:** N/A

Wonder Room

The user creates a bizarre area in which Pokemon's Defense and Special Defense stats are swapped for 1d4+1 rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Room
- **Damage:** N/A

Esper Wing

The user slashes the target with aura-enriched wings. The user also increases its speed stat by 1 stage if the Target fails a Special Save. This move has an increased critical hit threshold.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** N/A
- **Save Type:** Special Save
- **Effect:** (19-20) Stat Drop
- **Damage:** 6d6 Psychic

Expanding Force

The user attacks the target with its psychic power. If this move is used on Psychic Terrain the damage of this move is increased. Targets in a 30ft Cone must make a Speed Save to take half damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** N/A
- **Save Type:** Special Save/Speed Save
- **Effect:** Terrain
- **Damage:** 7(8)d6 Psychic

Extrasensory

The user attacks with an odd unseeable power. The target must make a Special save or become flinched.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Flinch
- **Damage:** 7d6 Psychic

Freezing Glare

The user shoots out psychic power from its eyes. The target must make a Special Save or become frostbitten.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite
- **Damage:** 7d6 Psychic

Lumina Crash

The user attacks by unleashing a peculiar light that even affects the mind. The target must make a Special Save. The target takes 2 stat drops to Special Defense on fail, and only 1 stat drop on a successful save.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 6d6 Psychic

Luster Purge

The user lets loose a damaging burst of light. This target must make a Special Save. If the target fails the save the target takes a Special Defense Drop.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 7d6 Psychic

Mirror Coat

A Retaliatory attack that counters the last Special Move used on the user. The target of that move takes 1.5 the damage the user took.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No

- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Move
- **Damage:** Varies Psychic

Mist Ball

A mist-like flurry of down envelopes and damages the target. The target must make a Special Save. If the target fails the save, the target takes a Special Attack drop.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 7d6 Psychic

Psyshock

the user materializes an odd psychic wave to attack the target. The damage of this move is calculated off the Defense Stat.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical
- **Damage:** 7d6 Psychic

Psywave

The target is attacked with an odd psychic wave. The attack of this attack varies on a die roll of 1d10 (1 for 1d6, 0 for 10d6)

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Xd6 Psychic

Psyblade

The user rends the target with an ethereal blade. This move's power is boosted when used on Electric Terrain.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 7(8)d6 Psychic

Psychic Fangs

The user attacks by biting the target with its psychic capabilities. This move deals 7d6 Psychic Damage as well as destroying any screens on the target.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Screen
- **Damage:** 7d6 Psychic

Psycho Cut

The user tears at the target with blades formed by psychic power. This move has a higher crit threshold.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Psychic

Guard Split

The user employs its psychic power to average the Defense and Special Defense Stat of a Target. The target can make 2 Speed Saves to ignore this effect

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Healing Wish

The user takes 1/2 its hit die in damage and Fully Heals an Ally to Maximum HP.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** N/A

Power Split

The user employs its psychic powers to average its Attack and Special Attack stats with those of the target. The target can make 2 Speed Saves to ignore this effect.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Dream Eater

The user eats the dreams of a sleeping target. The target takes 9d8 Psychic Damage. The user is also healed for half the amount. The target must be asleep.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Drain/Asleep
- **Damage:** 9d8 Psychic

Eerie Spell

The user attacks with its tremendous psychic power. The target must also make a Special Save or Lose 3 PP from the last move it used.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** PP
- **Damage:** 9d6 Psychic

Future Sight

Two turns after this move is used a hunk of Psychic energy attacks the target.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** 2 Rounds
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d8 Psychic

Glitzy Glow

The user bombards the target with telekinetic force. A wondrous light is put up on the user. The user targets a Pokemon to take the 6d6 damage of the attack. Allies within a 20ft range from the target receive the Bonuses of Light Screen for 1d4+1 Rounds. The buff goes off regardless if the attack hits.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft/20ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Screen
- **Damage:** 6d6 Psychic

Hyperspace Hole

Using a hyperspace hole, the user appears right next to the target and strikes. This attack ignores the effects of moves such as Protect and Detect. This Move has an advantage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Protection/Advantage
- **Damage:** 8d6 Psychic

Psychic

The target is hit with a strong telekinetic force to inflict damage. The target takes 9d6 Psychic damage and must make a Special Save. If the target fails the target takes a Special Defense drop.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 9d6 Psychic

Psychic Noise

The user attacks the target with unpleasant sound waves. For 1d4+1 Rounds the target is unable to heal if the target fails a Special Save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Heal
- **Damage:** 9d6 Psychic

Psystrike

The user materializes an odd psychic wave to attack the target. The damage of this move is calculated off the Defense Stat of the Target

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical
- **Damage:** 9d6 Psychic

Zen Headbutt

The user focuses its willpower to its head and attacks the target. The target must make a physical save or become flinched.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 9d6 Psychic

Lunar Blessing

The user receives a blessing from the crescent moon, restoring 8d6 to both itself and an Ally, as well as curing them of their status conditions.

Additional:

- **Level:** 6
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Cure
- **Damage:** 8d6 Psychic

Photon Geyser

The user attacks the target with a pillar of light. The user uses either its Attack or Special Attack stat, whichever is higher.

Additional:

- **Level:** 6
- **Move Type:** Special/Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Change
- **Damage:** 11d8 Psychic

Psycho Boost

The user attacks the target at full power. The target takes 13d8 Psychic Damage. If the move connects the user takes a 2 Special Attack Drop.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Psychic

Synchronoise

Using an odd shock wave, the user inflicts damage on any pokemon of the same type in a 30ft radius around the user.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Same Type
- **Damage:** 11d8 Psychic

Prismatic Laser

The user shoots powerful lasers using the power of a prism. The user must recharge this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Psychic

Fighting Moves

Tactical Spirit

The user inflicts a physical force onto the target using the fighting spirit within themselves. This move deals 1d8 Fighting.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Fighting

Rock Smash

The user attacks with a punch. This move deals 1d6 Fighting Damage. If the move lands the target must make a Physical Save. If the target fails the save the target takes a 1 defense drop, ignore the drop on successful rolls.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Drop
- **Damage:** 1d6 Fighting

Bulk Up

The user tenses its muscles to bulk up its body, increasing both the Physical Attack and Defense of the user by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Vacuum Wave

The user whirls its fists to send a wave of pure vacuum at the target. The USer has advantage on this attack. This move deals 3d8 Fighting Damage.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Fighting

Double Kick

The target is quickly kicked twice in succession using both feet. Each kick deals 4d4 Fighting Damage. The User only rolls a d20 for the first attack, the

second roll of the d20 is to confirm if the 2nd hit is a critical hit.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 3d4 Fighting

Karate Chop

The target is attacked with a sharp chop, dealing 3d6 Fighting Damage. This move also has a high critical hit ratio.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 3d6 Fighting

Power-Up Punch

Striking the Opponents over and over makes the user's fists harder. After landing an Attack the target makes a Physical Save, if the target fails the USer gains a 1 stage Physical Attack Boost.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 3d6 Fighting

Coaching

The user properly coaches its ally Pokemon, boosting the Physical Attack and Defense of the target by 1 stage.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Detect

The user puts up an impenetrable wall of defense. The User is Immune to Damage for the round.. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 50 the Move executes as usual.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No

- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** N/A

Quick Guard

The user protects itself and allies from Priority moves (Swift Action moves on the user and allies) enemies can pass a Speed Save to use a Swift Action Move. within a 20ft radius for 1d4+1 rounds. All Direct Damaging Moves are given at Disadvantage, and Saves for the User and allies are given at advantage.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 20ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Round
- **Save Type:** Speed Save
- **Effect:** Protection
- **Damage:** N/A

Victory Dance

The user performs a dance to usher in victory, this raises the user's Physical Attack, Physical Defense, and Speed by 1 stage.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Final Gambit

The user sends out a portion of its life energy to attack the target. The target takes 1d8 Fighting Damage per Hit Die sacrificed by the user. (This move maxes at 21d8).

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Xd8 Fighting

Arm Thrust

The user lets loose a flurry of open-palmed arm thrusts 5 times onto the target. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Touch
- **Action Type:** Standard
- **Range:** Touch

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Fighting

Body Press

The user attacks by slamming its body into the target. The stat boost of this attack is calculated by using the Physical Defense stat of the user against the targets. (if the user is at 20, and the target is at 10, the user deals 5d8 Fighting Damage).

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense
- **Damage:** Xd8 Fighting

Circle Throw

The target is thrown at another target. The first target takes 4d6 Fighting Damage. The target that is being tossed at can make a Speed Save to take half damage from this attack.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes/No
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Movement
- **Damage:** 4d6 Fighting

Dynamic Punch

The user punches the target with full concentrated power taking 5d6 Fighting Damage. If the move hits the target must make a Physical Save. If the target fails the save the target is confused for 1d4+1 Rounds, ignoring the confusion on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Confusion
- **Damage:** 5d6 Fighting

Force Palm

The target is attacked with a shockwave from the heel of a palm. the target must roll a Physical Save, if it fails it is now Paralyzed.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 5d6 Fighting

Low Kick

A powerful kick that makes the target fall over. This Moves Deals 5d6 Fighting and the Target must make a Physical Save to not be Flinched.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Fighting

Low Sweep

The user makes a swift attack on the target's legs, dealing 5d6 Fighting Damage. If the move lands the target must make a Physical Save. If the target fails the save the target takes a Speed Drop, ignore the drop on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 5d6 Fighting

Mach Punch

The user throws a punch at blinding speed. The user attacks in such a fast motion that the user can use this move as a Swift Action. The target takes 4d4 Fighting Damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 4d4 Fighting

Rolling Kick

The user throws a punch at blinding speed. The user attacks in such a fast motion that the user can use this move as a Swift Action. The target takes 4d4 Fighting Damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch

- **Damage:** 5d6 Fighting

Seismic Toss

The target is thrown using the power of gravity. It inflicts damage based on the user's Level. 1d6 Per Level/2 (maximum 10d6).

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Xd6 Fighting

Storm Throw

The user strikes the target with a fierce blow. This attack has a much higher critical hit yield. If the attack hits the target takes 5d6 fighting Damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 5d6 Fighting

Mat Block

The user puts up an impenetrable wall of defense on themselves. The User is Immune to Damage for the round. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Swift
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** N/A

Aura Sphere

The user lets loose a blast of aura power from deep within its body at the target. The User has advantage on this attack. The move deals 7d6 Fighting Damage.

Additional:

- **Level:** r
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 7d6 Fighting

Secret Sword

The user cuts with its long horn. The odd power contained in the sword uses the Special Attack Stat for the attack, but attacks the foes Defense stat. This move deals 7d8 Fighting Damage.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 7d6 Fighting

Brick Break

The user attacks with a swift chop. This move deals 7d6 Fighting Damage, as well as breaking any current barriers on the target, such as Light Screen or Reflect, and Aura Veil.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Screens
- **Damage:** 7d6 Fighting

Counter

A retaliation move that counters any physical Move. If you have taken damage from a Physical move, you can roll an attack against that target and dish back 1.5 the damage the target inflicted onto you.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Move
- **Damage:** Varies Physical

Drain Punch

An energy-draining punch. The target takes 6d6 Fighting Damage, and the user heals for 1/2 the amount dealt.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 6d6 Fighting

Drain Punch

An energy-draining punch. The target takes 6d6 Fighting Damage, and the user heals for 1/2 the amount dealt.
Additional:

- **Level:** 4

- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 6d6 Fighting

Jump Kick

The target is attacked with a knee kick from a jump. If the user misses the move the user takes Dot. If the move connects the target takes 8d8 Fighting Damage.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Self Damage
- **Damage:** 8d8 Fighting

Reversal

An all-out attack that becomes more powerful the less HP the user has. (100%<-1d8 | 99>80%-3d8 | 79>60 %-5d8 | 59>40%-7d8 | 39>20%-9d8 | 20>5%-11d8 | >4%-13d8 | 1HP-16d10)
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** Xd8 Fighting

Sky Uppercut

The user attacks the target with an uppercut thrown skyward with force. The target takes 7d8 fighting Damage. This move can hit Pokemon that are flying in the air.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** 7d8 Fighting

Submission

The user grabs the target and recklessly dives for the ground. The target takes 8d8 Fighting Damage. The user takes Recoil for 1/4 of the damage dealt.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous

- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 8d8 Fighting

Thunderous Kick

The user overwhelms the target with lightning-like movement before delivering a kick. If the move connects the target must make a Physical Save. If the target fails this save they take a 1 Defense drop, ignore the stat drop on successful save.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Defense Drop
- **Damage:** 7d6 Fighting

Triple Kick

A consecutive tree-kick attack that becomes more powerful with each successive hit. The first hit deals 1d6, if this confirms the seconds deals 3d6, if that also confirms the 3rd deals 5d6 Fighting Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 1(3)(5)d6 Fighting

Upper Hand

The user reacts to the target's movement and strikes with the heel of its palm, making the target roll a Physical Save. If the target was preparing a Swift action Move, the target must make a Physical Save against being Flinched. If the target was not preparing a swift action, the move fails.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Immediate
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Swift/Flinch
- **Damage:** 8d4 Fighting

Vital Throw

The user throws the target at another target. The User has advantage on this attack. If the move lands on the target, the target is thrown into a target within 30ft range. The User then makes another Attack Roll at the target to see if the first target hits. can roll physical save for half damage.

Additional:

- **Level:** 4
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Movement
- **Damage:** 6d6 Fighting

Wake-Up Slap

This attack inflicts bigger damage on a sleeping target. If the move connects the target takes 7d6 Fighting Damage, if the target is Asleep, the target takes 9d6 Fighting Damage and wakes up.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Asleep
- **Damage:** 7(9)d6 Fighting

No Retreat

This move raises all the user's Physical Attack, Special Attack, Physical Defense, Special Defense and Speed by 1 stage. The user gives itself the Cannot Flee condition until all enemies have fainted.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost/Can't Flee
- **Damage:** N/A

Octolock

The user locks onto a target, and prevents it from fleeing away from the user, The target must make a Speed Save or be subject to this for 1d4+1 Rounds. Each round that this persists the target must make both a Special and Physical Save. Each failed save results in a Defense and Special Defense stat drop.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop/Can't Flee
- **Damage:** N/A

Focus Blast

The user heightens its mental focus and unleashes its power onto the target. The target takes 9d6 Fighting Damage, and must make a Special Save. If the target fails this save the target takes a 1 Special Defense Drop, ignore the stat drop on successful saves.

Additional:

- **Level:** 5

- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Drop
- **Damage:** 9d6 Fighting

Axe Kick

The user attacks by kicking up into the air and slamming its heel down upon the target. The target must make a Special Save or become Confused for 1d4+1 Rounds. This move deals 9d8 Fighting Damage. If the move misses the user takes Recoil damage for 1/4 of the damage the move would have inflicted.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Recoil/Confusion
- **Damage:** 9d8 Fighting

Cross Chop

The user delivers a double chop with its forearms crossed. Dealing 9d6 Fighting Damage. This move also has a high critical hit ratio.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Fighting

Flying Press

The user dives down onto the target from the sky. This Move is Fighting and Flying Type simultaneously. The target takes 9d6 Fighting Damage. (2x Normal, Grass, Ice, Fighting, Dark | 1x Water, Fire, Ground, Rock, Bug, Steel, Dragon | 1/2x Electric, Poison, Flying, Psychic, Fairy | 0x Ghost)

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Fighting/Flying
- **Damage:** 9d6 Fighting

Focus Punch

The user focuses its mind before launching a punch. The user will charge for 1 turn. If the user takes Damage from a Direct Attack, the move will fail on the following turn. The user punches the

target with overwhelming force dealing 15d8 Fighting Damage.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Charge
- **Damage:** 15d8 Fighting

Hammer Arm

The user swings and hits with its strong, heavy fist. If the move connects the target takes 10d8 Fighting Damage. The user also takes a Speed Drop.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Speed Drop
- **Damage:** 10d8 Fighting

High Jump Kick

The user swings and hits with its strong, heavy fist. If the move connects the target takes 10d8 Fighting Damage. The user also takes a Speed Drop.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Self Damage
- **Damage:** 10d8 Fighting

Sacred Sword

The user attacks by slicing the target with its long horn. The target's stat changes to not affect the damage of this attack. The target takes 9d6 Fighting Damage.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d6 Fighting

Collision Course

The user transforms and crashes into the ground causing a massive prehistoric explosion. This move deals additional damage increasing to 13d8 Fighting if it's a Supereffective Move.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes

- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Super Effective
- **Damage:** 10(13)d6 Fighting

Close Combat

The user fights the target up close without guarding itself. If the move lands the user takes a 1 Defense and Special Defense Drop. The target takes 13d8 Fighting Damage.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Fighting

Superpower

The user attacks the target with great power. However if this move hits, the user takes a 1 stat drop to both the Physical Attack and the Physical Defense.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Fighting

Triple Arrows

The user delivers an axe kick, then fires three arrows at the target each dealing 3d6 on confirmed hits. The User only rolls a d20 for the first attack, the other rolls of the d20 is to confirm if the 2nd hit is a critical hit. After using this move the target must make 2 Physical Saves, if the target fails the target takes a 1 defense drop, The target must also make a save against Flinch. This move also has a high critical hit ratio. (19-20)

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Drop/Flinch (19-20)
- **Damage:** 13d8 Fighting

Meteor Assault

The user attacks wildly with its "Leek". The user attacks with such ferocity with its attack that the user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** Physical Save
- **Effect:** Recharge
- **Damage:** 16d10 Fighting

Flying Moves

Gust

A gust of wind is whipped up by wings and launched at the target to inflict damage. The target takes 1d8 Flying Damage.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Flying

Peck

The target is jabbed with a sharply pointed peak or horn. The target takes 1d8 Flying Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Flying

Mirror Move

The user counters the target by mimicking the target's last move.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** Varies
- **Action Type:** Standard
- **Range:** Varies
- **Target:** Varies
- **Duration:** Varies
- **Save Type:** Varies
- **Effect:** Varies
- **Damage:** Varies Flying

Air Slash

The attacks with a blade of air that slices even the sky. The target must make a Physical Save. If the target fails the save the Target is Flinched for 1 round, ignore flinch on successful saves.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Special Save
- **Effect:** Flinch
- **Damage:** 3d6 Flying

Wing Attack

The attacks with a blade of air that slices even the sky. The target must make a Physical Save. If the target fails the save the Target is Flinched for 1 round, ignore flinch on successful saves.

Additional:

- **Level:** 2

- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** N/A
- **Damage:** 3d8 Flying

Feather Dance

The user covers the target's body with a mass of down that lowers the Targets Attack Stat by 2 stages. On successful Speed Saves the attack stat drop is reduced to 1.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** N/A

Roost

The user lands and rests its body. The user loses its Flying Type and replaces it with a Typeless Type for 1 round. The user heals 3d8.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Type Loss/Heal
- **Damage:** 3d8 Flying

Tailwind

The user whips up a turbulent whirlwind that increases the Speed Stat of the user and its allies by 1 stage each turn for 1d4+1 Rounds in a 30ft. Radius.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Speed Boost
- **Damage:** N/A

Air Cutter

The user launches a razor-like wind to slash the opposing Pokemon. The move deals 5d6 Flying Damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)

- **Damage:** 5d6 Flying

Chatter

The user attacks the target with sound waves deafening of chatter taking 5d6 Damage. Pokemon must make a Special Save or be confused for 1d4+1 rounds, ignoring the confusion on success.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 5d6 Flying

Aerial Ace

The user confounds the target with speed, then slashes. The User has advantage on this attack. This move deals 5d6 Flying Damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 5d6 Flying

Bounce

The user bounces up high, then drops on the target on the target dealing 5d6 Flying Damage. The target must make a Physical Save. If the target fails the save the target is Paralyzed, the target ignores the paralysis on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 5d6 Flying

Dual Wingbeat

The user slams the target with its wings. The target is hit twice in a row with each wing dealing 4d4 Flying Damage. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 4d4 Flying

Pluck

The user pecks the target. If the target is holding a Berry, the target must make a Physical Save. If the Target fails its save the Held item in the consumable slot is taken, and used if a Berry.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Berry
- **Damage:** 5d6 Flying

Sky Drop

The user takes the target into the sky, and then drops the target. Flying Types are Immune to this Move's Damage.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 5d8 Flying

Defog

A strong wind blows away the target's barriers, such as Reflect, Light Screen, or Aurora Veil. This also removes any trap hazards in the area as well as clearing Terrains. Each target caught in the area can roll a Speed Save or take 1 Evasiveness Drop.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Hazards/Evasiveness Drop
- **Damage:** N/A

Aeroblast

A vortex of air is shot at the target to inflict damage. Critical hits land more easily. This move deals 7d6 Flying Damage.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Flying

Bleakwind Storm

The user attacks with savagely cold winds that cause both mind and spirit to tremble. The target must make a Special Save. If the target fails the Save the

target is Frostbitten. Successful saves ignore the Frostbite.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite
- **Damage:** 7d6 Flying

Oblivion Wing

The user absorbs the target's hp after sending out a dark stream of cutting wind at a dark. The target takes 6d6 Flying Damage, and heals the user for half the amount dealt.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 6d6 Flying

Acrobatics

The user nimbly strikes the target. The target takes 6d6 Flying Damage. If the User's consumable slot is empty it deals 8d6 Flying
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Item
- **Damage:** 6(8)d6 Flying

Drill Peck

A corkscrewing attack with a sharp beak acting like a drill. The target takes 7d6 flying Damage and must make a Physical Save to Avoid being Flinched for 1 round.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 7d6 Flying

Fly

The user soars into the sky and then strikes down onto a target dealing 7d6 Flying Damage. After executing this Move the Pokemon gains a Fly Speed of 60ft for 1d4+1 Rounds.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes

- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** 7d6 Flying

Hurricane

The user attacks by wrapping its opponent in a fierce wind that flies up into the sky. Pokemon hit must make a Special Save or become confused for 1d4+1 Rounds, ignoring the confusion on success. The User has Advantage on this Move in Heavy Rainfall, and Disadvantage in other Weathers.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Weather/Advantage/ Confusion
- **Damage:** 9d6 Flying

Beak Blast

The user heats up its beak, and then attacks at the end of the round. All Pokemon that make direct contact with the user must make a Physical Save or be burned. Next turn the user lets out a powerful blast onto a target dealing 9d6 Flying Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Burn
- **Damage:** 9d6 Flying

Bleakwind Storm

The user attacks with savagely cold winds that cause both body and spirit to tremble. The target must make a Special Save or take a 1 stage Speed Drop. Speed Save for half damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Stat Drop
- **Damage:** 8d6 Flying

Floaty Fall

The user floats in the air, and then dives at a steep angle to attack the target. This may also make the target flinch. The target takes 9d6 Flying Damage and must make a Physical Save. If the target fails

the save the target is Flinched for 1 round.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 9d6 Flying

Brave Bird

The user tucks in its wings and charges from low altitude. The target takes 13d8 Flying Damage, but the user takes 1/4 of the damage as Recoil damage.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 13d8 Flying

Dragon Ascent

After soaring upward, the user attacks its target by dropping out of the sky at high speeds. After landing the attack, the user takes a Defense and Special Defense drop.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 13d8 Flying

Sky Attack

The user soars into the sky before plummeting at Mak-3 speeds onto the target. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Flying

Ground Moves

Sand Attack

Sand is hurled in the target's face. The target can make a Speed Save to not take the Accuracy drop.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Accuracy Drop
- **Damage:** N/A

Mud Slap

The user hurls mud in the target's face to inflict 1d6 Ground Damage. The Target must make a Special Save, if the target fails the Special Save, the target takes a 1 Accuracy Drop.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 1d6 Ground

Sand Blast

The user emits a small amount of sand onto the target. The target takes 1d8 Ground Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Ground

Mud Sport

The user kicks up mud on the battlefield. This decreased the Damage Die of Electric Moves in a 30ft. radius.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:**Instantaneous
- **Save Type:** N/A
- **Effect:** Hazard
- **Damage:** N/A

Mud Shot

The user attacks by hurling a blob of mud at the target. The target takes 3d6 Ground Damage. The target must also make a Special Save, if the Target fails the Save, the target takes a 1 Speed drop, ignoring the drop on successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:**Instantaneous
- **Save Type:** Special Save
- **Effect:** Speed Drop
- **Damage:** 3d6 Ground

Sand Tomb

The user attacks by hurling a blob of mud at the target. The target takes 2d6 Ground Damage. The target must also make a Special Save, if the Target fails the Save, the target takes a 1 Speed drop, ignoring the drop on successful save.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:**1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Bound/DOT
- **Damage:** 2d6 Ground

Rototiller

Tilling the soil, the user makes it easier for plants to grow. This increases the Physical Attack and Special Attack stat of Grass Pokemon within a 20ft. Radius by 1 stage.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instananeous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Mud Bomb

The user launches a hard-packed mud ball to attack. The target takes 5d6 Ground Damage. The target must also make a Special Save, if the target fails the save, the target takes a 1 Accuracy drop, ignoring the stat drop on successful save.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instananeous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 5d6 Ground

Bone Club

The user clubs the target with its bone. The target takes 5d6 Ground Damage. The target must make a Physical Save. If the target fails the save the target is Flinched, ignore the flinch on successful saves.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Ground

Bone Rush

The user strikes the target by throwing 5 bones at the target. Each bone deals 1d8 Ground Damage. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Ground

Bulldoze

The user strikes everything around it by stomping down on the ground. This move deals 5d6 Ground Damage to all targets within a 30ft radius. Targets can make a Speed Save to take half damage. Pokemon must also make a Physical Save to ignore a 1 Speed Stat drop.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Physical Save/Speed Save
- **Effect:** Speed Drop
- **Damage:** 4d6 Ground

Magnitude

The user attacks everything around it with a ground-shaking quake. The user rolls a 1d10. The number rolled is the amount of 1d6s rolled. Pokemon can make a Speed Save to take half damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Multi-Strike
- **Damage:** Xd6 Ground

Shore Up

The user regains 5d6 Hit Points. This is increased to 7d6 hit Points in a Sandstorm. This heals 3d6 in other weathers

Additional:

- **Level:** 4

- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** N/A
- **Target:** Self
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Weather
- **Damage:** 5(3)(7)d6 Ground

Spikes

The user lays a trap of spikes in a 30ft radius. This is considered Difficult Terrain for non Ground type Pokemon. The user sends an array within a 20ft range. Spikes deal damage equal to the 1/2 DOT chart. If there are two stacks of Spikes, it deals DOT at round end if a Pokemon ends their turn in the Spikes. Flying Type, and Levitate are immune. This can Stack up to 3 times dealing 2x DoT

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft/20ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** DOT
- **Damage:** N/A

Scorching Sands

The user throws scorching hot sand at the target. The target takes 7d6 Ground Damage. The target must also make a Special Save. If the target fails the save the target is Burned, ignore the burn on successful saves.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 7d6 Ground

Bonemerang

The user throws the bone it holds. The bone loops around the target twice, coming and going, dealing 3d8 Ground Damage. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 3d8 Ground

Dig

The user burrows, then attacks a target after emerging from the ground. The target takes 7d6 Ground Damage. The

USer also gains a Burrow Speed for 1d4+1 Rounds

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** 60ft/Movement
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** 7d6 Ground

Drill Run

The user crashes into its target while rotating its body like a drill. Critical hits land more easily.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Ground

Stomping Tantrum

Driven by frustration, the user attacks the target. If the previous move used missed on the target, or the target made a save, the power of this move increased from 7d6 Ground to 9d6 Ground Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Miss
- **Damage:** 7(9)d6 Ground

Earth Power

The user makes the ground under the target erupt with power. The target takes 9d6 Ground Damage. The target must make a Special Save, if the target fails the save the target takes a 1 Special Defense drop, ignoring the stat drop on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 9d6 Ground

Sandsear Storm

The user attacks by wrapping the target in fierce winds and searingly hot sand. The target takes 9d6 Ground Damage and must make a Special Save. If the target fails the save the target is Burned,

ignore the burn on successful saves. Speed Save for Half Damage
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 9d6 Ground

High Horsepower

The user fiercely attacks the target using its entire body. The target takes 9d8 Ground Damage.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Ground

Land's Wrath

The user gathers the energy of the land and focuses that power on opposing Pokemon. Pokemon caught in the 30ft. Cone must make a Speed Save. Pokemon that fail this save take the full 8d6 Ground Damage, half on success.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 8d6 Ground

Thousand Arrows

This move also hits opposing Pokemon that are in the air. The targets in the 30ft cone take 8d6 Ground Damage, half on a successful Speed Save. This Move hits both Levitating and Flying Types. Flying Types hit this way can roll a Physical Save to not be grounded for 1d4+1 Rounds.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save/Physical Save
- **Effect:** Flying
- **Damage:** 8d6 Ground

Thousand Arrows

The user attacks by sending out a wave that crawls along the ground. The targets in the 30ft. cone takes 8d6 Ground Damage, half on a successful Speed Save. The target must also make a Physical

Save or they cannot flee from the target for 1d4+1 Rounds.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Speed
- **Effect:** Can't Flee
- **Damage:** 8d6 Ground

Earthquake

The user sets off an Earthquake that strikes every Pokemon around it in a 30ft radius. This move deals 10d6 Ground Damage to all. Targets can make a Speed Save to take half damage.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 10d6 Ground

Headlong Rush

The user smashes into the target in a full-body tackle. The user also takes a 1 stat drop to both Physical Defense and Special Defense
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 13d8 Ground

Precipice Blades

The user attacks opposing Pokemon by manifesting the power of the land in fearsome blades of stone. Pokemon caught in a 30ft. cone must make a Speed Save. Pokemon that fail this save take the full 11d6 Ground Damage, half on success.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 10d6 Ground

Fissure

The user opens up a fissure in the ground and drops the target in. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a

successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Ground

Rock Moves

Gem Toss

The user conjures a gem made from rock at the target.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Rock

Rock Throw

The user conjures a gem made from rock at the target.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Rock

Rock Polish

The user polishes its body to reduce drag. This increases the speed stat by 2 stages for the user.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Tar Shot

The user pours a sticky tar over the target. the target must make a Speed Save to avoid the tar. If the target fails the target also takes a Speed Drop. The target also becomes weak to Fire for 1d4+1 Rounds.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Type Weak
- **Damage:** N/A

Ancient Power

The user attacks with a prehistoric power. If this move hits the target takes 2d8 Rock Damage. The target makes 3 Separate Saves. If the target fails 2/3 Saves the User gains a stat boost to the 5 main Stats.

Additional:

- **Level:** 2

- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save/Special Save
- **Effect:** Stat Boost
- **Damage:** 2d8 Rock

Rollout

The user continually rolls into the target over 5 turns. This attack becomes more powerful each time it hits. This user is locked into this move until it misses. The target takes 1d6 Rock Damage | 2d6 Rock | 4d6 Rock | 8d6 Rock | 16d6 Rock (If Defense Curl was used by the user, the damage starts at 2d6 Rock, ramping towards 32d6 Rock).

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Defense Curl
- **Damage:** 1d6 Rock

Salt Cure

The user cures the target inflicting damage. If the move hits the target must also make a Physical Save. The target takes 2d6 Rock Damage, on a failed save the target is Cured, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Bound/Dot
- **Damage:** 2d6 Rock

Stealth Rock

The user lays a trap of levitating stones around the user. Targets that enter the area take damage according to their type. Pokemon resistance to Rock takes 1/2xDoT of their MAX HP in damage. Normal to rock takes 1xDoT Pokemon Weak to Rock takes 2xDoT. This is also difficult terrain for non Rock Types. Speed Save For Half

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:**
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Hazard
- **Damage:** DoT Rock

Meteor Launch

The user summons a small meteor to strike the target. If the move hits the target must make a Special Save or become Flinched.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Special Save
- **Effect:** Flinch
- **Damage:** 5d6 Rock

Accelerock

The user smashes into the target at high speed. This move allows the user to move during the attack.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Swift
- **Damage:** 4d4 Rock

Rock Blast

The user launches 5 rocks towards the target. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing These rocks deal 1d8 each.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Rock

Rock Tomb

The user hurls boulders at the target to inflict damage. The target must also make a Physical Save. If the target fails the save the target takes a Speed Drop.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 5d6 Rock

Rock Blast

The user hurls a stone or similar projectile to attack the target. If the target is hit they must make a Physical Save to stay in the air, on a failed save the target is knocked to the ground. This

causes Pokemon Immune to Ground Moves to be regular Effective.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Type Effect
- **Damage:** 5d6 Rock

Sandstorm

The emits large amounts of sand around the user for 1d4+1 Rounds. This creates a Sandstorm in a 30ft radius. Pokemon inside the area take Damage if they end their turn inside the Sandstorm. Refer to the DOT Table. This is also considered Difficult terrain for non Ground, Rock, Steel Pokemon. This also Decreases the Damage Die of Special Moves onto Rock Pokemon by 1.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Weather
- **Damage:** N/A

Wide Guard

The user and its allies take half damage from AOE attacks, and take no damage on successful saves for 1d4+1 Rounds
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** AoE Saves
- **Damage:** N/A

Rock Slide

Large Boulders are hurled at the opposing Pokemon. Pokemon caught in a 30ft cone must make a Speed and a Physical Save. Pokemon that succeed on the speed take half, and pokemon who succeed on the physical are not flinched.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** 1 Round
- **Save Type:** Speed Save/Physical Save
- **Effect:** Flinch
- **Damage:** 6d6 Rock

Stone Axe

The user swings its stone axes at the target, aiming to land a critical hit. This

move has a higher critical hit threshold. If the move makes contact Stealth Rocks are emitted from the area of impact in a 30ft radius.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target/Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save
- **Effect:** (19-20) Hazard
- **Damage:** 6d6 Rock

Power Gem

The user attacks with a ray of sunlight that sparkles as if it were made from gemstones.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Rock

Diamond Storm

The user whips up a storm of diamonds to damage opposing Pokemon. Targets in a 30ft cone must make a Speed Save for half damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 8d6 Rock

Mighty Cleave

The user wields the light that has accumulated atop its head to cleave the target. This move bypasses Protection Moves.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** 9d6 Rock

Stone Edge

The user wields the light that has accumulated atop its head to cleave the target. This move bypasses Protection Moves.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No

- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Rock

Meteor Beam

The user gathers energy from space rocks and boosts it Special Attack. Then launches a powerful beam full of rock energy.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Attack Boost
- **Damage:** 11d6 Rock

Head Smash

The user attacks the target with a hazardous, full-power headbutt. This also damages the user for 1/4 of the damage dealt. This is Typeless Damage.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 13d8 Rock

Rock Wrecker

The user blasts the targets with a massive Rock launched from the user. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Rock

Poison Moves

Poison Powder

The user scatters a cloud of poisonous dust onto a target. The target must make a Speed Save. If the Pokemon fails the save the target is poisoned, ignore Poison on successful save.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison
- **Damage:** N/A

Smog

The target is attacked with a discharge of filthy gases. The target must also make a Special save or be poisoned.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Poison
- **Damage:** 1d6 Poison

Poison Sting

The target is attacked with a discharge of filthy gases. The target must also make a Special save or be poisoned.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** 1d6 Poison

Acid Armor

The user alters its cellular structure to liquefy itself boosting its Physical Defense stat by 2 stages

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense Boost
- **Damage:** N/A

Corrosive Gas

The user surrounds everything around it with highly acidic gas. Pokemon within a 30ft radius must make a Speed Save or have its Held Item succumb to the acid.

Additional:

- **Level:** 2

- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Item
- **Damage:** N/A

Poison Gas

A Cloud of Poison Gas is sprayed in the faces of opposing Pokemon. Pokemon that fail a Speed save are Poisoned. Negate Poison on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison
- **Damage:** N/A

Acid

Opposing Pokemon are attacked with a spray of harsh acid. Pokemon in a 30ft Cone must make a Special Save. Pokemon that fail the save take 2d6 Poison Damage and take a 1 Special Defense Drop, half and ignore stat drop on successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Special Defense Drop
- **Damage:** 2d6 Poison

Mortal Spin

The user performs a spin attack. If the user is affected by a Bind Move (refer to Binds) they are removed. The target that is hit by the spin must make a Physical Save. If the target fails the save the target is poisoned, ignore success.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison/Bind
- **Damage:** 3d6 Poison

Coil

The user coils up and concentrates. The user gains a 1 stat boost to Attack, Defense and Accuracy.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Gastro Acid

The user hurls up its stomach acids on the target. Targets within a 30ft cone must make a Speed Save. Pokemon that fail on the save have their Highest Tier Ability suppressed.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Ability
- **Damage:** N/A

Purify

The user hurls up its stomach acids on the target. Targets within a 30ft cone must make a Speed Save. Pokemon that fail on the save have their Highest Tier Ability suppressed.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Ability
- **Damage:** N/A

Toxic

A move that leaves the target badly poisoned. The target must make a Speed Save twice. If the target fails one save they are poisoned. If the target fails both saves they are Badly Poisoned. (Poison Table)

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison/Badly Poison
- **Damage:** N/A

Toxic Thread

The user shoots poisonous threads to poison the target. The target must make 2 Speed Saves. If the target fails the first save they take a 1 Speed stat drop, ignoring success. The target must then make another save to avoid being Poisoned.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison/Speed Drop
- **Damage:** N/A

Acid Spray

The user attacks by spitting fluid that works to melt the target. The target takes 4d6 Poison Damage. The target must then make a Special Save. If the target fails they take a 2 stat drop to Special Defense, 1 on success.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 4d6 Poison

Clear Smog

The user attacks the target by throwing a clump of special mud at the target. The User has advantage on this attack. The target must also make a Special Save. If the target fails the save their Stat changes are eliminated.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Nullify/Advantage
- **Damage:** 4d6 Poison

Barb Barrage

The user launches countless barbs to inflict damage. This move does bonus damage if the target is poisoned. The target must also make a Physical Save. If the target fails the target is poisoned.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** 4(6)d6 Poison

Poison Fang

The user bites the target with toxic fangs. This may also leave the target badly poisoned if they fail a Physical Save.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Badly Poisoned

- **Damage:** 5d6 Poison

Poison Tail

The user bites the target with toxic fangs. This may also leave the target badly poisoned if they fail a Physical Save.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** (19-20) Poison
- **Damage:** 4d6 Poison

Baneful Bunker

The user puts up an impenetrable wall of defense. The User is Immune to Damage for the round.. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual. If a Pokemon makes contact with the user the target must make a Physical Save. If the target fails the save, the target is Poisoned.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** N/A

Toxic Spikes

The user lays a trap of Poison spikes at the feet of opposing Pokemon. There can be up to 2 layers of Toxic Spikes in an area. Targets who end their turn in the Spikes must roll a Speed Save. If the target fails the target is Poisoned, Badly Poisoned if in 2 layers of Spikes
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison/Badly Poison
- **Damage:** N/A

Sludge

The user hurls unsanitary sludge at the target to inflict damage. The target must also make a Special Save. If the target fails the target is poisoned, ignore the poison on successful saves.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save

- **Effect:** Poison
- **Damage:** 7d6 Poison

Cross Poison

A Slashing attack with a poisonous blade that may also poison the target. This move has an increased critical hit ratio.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** (19-20) Poison
- **Damage:** 6d6 Poison

Poison Jab

The target is stabbed with a tentacle, arm, or the like steeped in poison. The target must make a Physical Save or be poisoned.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** 7d6 Poison

Venom Drench

Opposing Pokemon are drenched in an odd poisonous liquid. The target caught in the Cone Must Make a Speed Save. Pokemon take a 2 Stat Drop to Physical Attack, Special Attack, and Speed on failures. 1 stat drop on Success. Pokemon that are poisoned take the Speed Save at Disadvantage
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Poison/ Stat Drop
- **Damage:** N/A

Shell Side Arm

This move is a calculated attack. The move deals either Physical or Special damage to the target, whichever will deal more damage. The target must also make a Special Save. If the target fails the target takes 8d6 Poison Damage
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Poison/Physical/Special
- **Damage:** 8d6 Poison

Sludge Bomb

The user hurls unsanitary sludge at the target to inflict damage. The target must also make a Special Save. If the target fails the save the target is Poisoned. Ignore poison on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Poison
- **Damage:** 9d6 Poison

Sludge Wave

The user hurls unsanitary sludge at the target to inflict damage. The target must also make a Special Save. If the target fails the save the target is Poisoned. Ignore poison on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Poison
- **Damage:** 8d6 Poison

Dire Claw

The user lashes out at the target with ruinous claws, aiming to land a critical hit. The target must make a Physical Save. If the target fails the target must roll a 1d100. (1-33 = Poison Save, 34-66 = Sleep Save, 67-100 Paralysis Save.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison/Asleep/Paralysis (19-20)
- **Damage:** 8d6 Poison

Noxious Torque

The target takes Poison damage. The target must also make a Physical Save. If the target fails the save the target is poisoned, ignore on success

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** 9d6 Poison

Belch

The user lets out a damaging Belch at the target. This move deals bonus damage if the user had eaten a berry this round.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Berry
- **Damage:** 10(12)d8 Poison

Malignant Chain

The user pours toxins into the target by wrapping them in a toxic, corrosive chain. The target must roll a Special Save, if the target fails the target is Badly Poisoned.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Badly Poison
- **Damage:** 10(12)d8 Poison

Venoshock

The user drenches the target in a special poisonous liquid. This move deals bonus damage to the target if they are poisoned.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Poison
- **Damage:** 10(12)d8 Poison

Gunk Shot

The user pours toxins into the target by wrapping them in a toxic, corrosive chain. The target must roll a Special Save, if the target fails the target is Badly Poisoned.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Poison
- **Damage:** 11d6 Poison

Noxious Fumes

The user attacks with a massive surge of toxic fumes. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.
Additional:

- **Level:** 7
- **Move Type:** Physical

- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** Physical Save
- **Effect:** Recharge
- **Damage:** 16d10 Poison

Ice Moves

Chilly Reception

The user shoots a cold icy blast at the target. The target must make a Special Save or become Frostbitten, ignore frostbite on successful save.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Frostbite
- **Damage:** N/A

Powder Snow

The user attacks with a chilling gust of powdery snow. Targets in a 15ft cone must make a Speed Save. Pokemon that fail on the save take 1d6 Ice Damage. Pokemon that succeed take half. Pokemon must also make a Special Save. Pokemon that fail the save are Frostbitten, ignore the frostbite on successful saves.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Frostbite
- **Damage:** 1d6 Ice

Mist

The user cloaks itself and its allies within a 30ft radius in a white mist that gives them Advantage on against stat reductions for 1d4+1 Rounds

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Stat Buffs/Advantage
- **Damage:** 1d6 Ice

Icy Wind

The user attacks with a gust of chilled air. The target in a 30ft cone must make a Speed Save. Pokemon that fail on the save take 2d6 Ice Damage. Pokemon that succeed take half. Pokemon must also make a Special Save. Pokemon that fail the save gain a Speed stat reduction, ignore the stat drop on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based

- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Speed Drop
- **Damage:** 2d6 Ice

Ice Ball

The user attacks the target with an ever growing ball of ice. This user is locked into this move until it misses. The target takes 1d6 Ice Damage | 2d6 Ice | 4d6 Ice | 8d6 Ice | 16d6 Ice (If Defense Curl was used by the user, the damage starts at 2d6 Ice, ramping towards 32d6 Ice).
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Defense Curl
- **Damage:** Xd6 Ice

Haze

The user creates a haze that eliminates all stat changes to pokemon in a 30ft radius. Pokemon can try to resist this haze by rolling Speed saves.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Changes
- **Damage:** N/A

Snowscape

The user places a light snow on allies within a 30ft radius and increases their Evasiveness and Accuracy by 1 Stage.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Buff
- **Damage:** N/A

Snowscape

The user places a light snow on allies within a 30ft radius and increases their Evasiveness and Accuracy by 1 Stage.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Buff
- **Damage:** N/A

Aurora Beam

The target is hit with a rainbow-colored beam. The target must make a Physical Save. If the target fails the save the target takes an Attack drop, ignore the stat drop on successful saves

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Physical Attack Drop
- **Damage:** 5d6 Ice

Frost Breath

The user blows its cold breath on the target. This attack has a much higher critical hit yield.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 5d6 Ice

Glaciate

The user attacks with a gust of chilled air. Targets in a 30ft. cone must make a Speed Save. Pokemon that fail on the save take 4d6 Ice Damage. Pokemon that succeed take half. Pokemon must also make another Special Save. Pokemon that fail the save gain a Speed Stat reduction, ignore the stat drop on successful saves.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Speed Drop
- **Damage:** 4d6 Ice

Ice Fang

The user bites with cold-infused fangs. The target takes 4d6 Ice Damage and must make a Physical Save, successes ignore the Flinch, and a Physical Save, successes ignore the Frostbite.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Frostbite/Flinch
- **Damage:** 4d6 Ice

Ice Punch

The target is punched with a fiery fist dealing 5d6 Ice Damage. The target must

also make a Physical Save. Pokemon that fail this save become Frostbitten, ignore frostbite on successful save.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Frostbite
- **Damage:** 5d6 Ice

Ice Punch

The target is punched with a fiery fist dealing 5d6 Ice Damage. The target must also make a Physical Save. Pokemon that fail this save become Frostbitten, ignore frostbite on successful save.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Frostbite
- **Damage:** 5d6 Ice

Ice Shard

The user flash freezes chunks of ice and hurls them at the target. This move has increased Priority and can be used as a Swift Action. The target takes 4d4 Ice Damage.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Swift
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Swift
- **Damage:** 4d4 Ice

Icicle Spear

The user launches 5 sharp icicles at the target. the user rolls 5 separate attacks for each spike launched. These spears deal 1d8 Ice Damage each.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Ice

Aurora Veil

If it is currently hailing, all allies within a 30ft radius of the user gain both the Reflect and Light Screen effect for 1d4+1 Rounds, if there is no hail only the User gains the effect.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self/30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Screen
- **Damage:** N/A

Hail

The user intensifies the cold for 1d4+1 Rounds. This creates a Hailstorm in a 40ft radius. Pokemon inside the area take Damage if they end their turn inside the Hailstorm. Refer to DoT Table. Ice Pokemon also Decrease the Damage Die of Physical Moves by 1 onto them.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Weather
- **Damage:** DoT

Nourishing Snow

The user regains 5d6 Hit Points. This is increased to 7d6 hit Points in a HailStorm. This heals 3d6 in other weathers

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Weather/Heal
- **Damage:** 5(3)(7)d6 Ice

Freeze-Dry

The user rapidly cools the target. The target must also make a Speed Save. If the target fails the Special Save, the target is now Frostbitten, ignore the frostbite on successful saves. This move is considered Super Effective against Water-type Pokemon.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Water/Frostbite
- **Damage:** 7d6 Ice

Ice Beam

The target is struck with an Icy-cold beam of energy. The target must make a Special Save. If the target fails the save the target is now Frostbitten, ignore the frostbite on successful save.

Additional:

- **Level:** 4

- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite
- **Damage:** 7d6 Ice

Avalanche

The user slams the target with a mountain of snow and ice. The target takes 7d6 Ice Damage. If the target moved after the user the target take 9d6 Ice Damage

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 7(9)d6 Ice

Ice Spinner

The user covers its feet in thin ice and twirls around, slamming into the target. The target takes 7d8 Ice Damage. Any terrain in a 30ft Radius is also destroyed around the target.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 7d6 Ice

Icicle Crash

The user slams the target with a mountain of snow and ice. The target takes 7d6 Ice Damage. If the target moved after the user the target take 9d6 Ice Damage

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 7(9)d6 Ice

Triple Axel

A consecutive three-kick attack that becomes more powerful with each successful kick. The first hit deals 1d6, if this confirms the second deals 3d6, if that confirms the 3rd deals 5d6 Ice Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 1(3)(5)d6 Ice

Blizzard

A Howling Blizzard is summoned to strike opposing pokemon in a 30ft. cone. Pokemon must make a Speed Save or take 8d6 Ice Damage, half on successful saves. Pokemon must also make a Special Save. Pokemon that fail the special save are frostbitten, ignore the frostbite on successful saves. Pokemon have disadvantage on the Save in a Hailstorm.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Save
- **Effect:** Frostbite
- **Damage:** 8d6 Ice

Freezy Frost

The user attacks with a crystal made of cold frozen haze. The target takes 9d6 Ice Damage. the target and Pokemon within a 20ft. radius must also make a Special Save to not lose their Stat Boosts.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft/30ft
- **Target:** Single Target/Radius
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite
- **Damage:** 8d6 Ice

Ice Hammer

The user swings with its strong, heavy fist. The target takes 10d8 Ice Damage. If the move connects the user takes a Speed drop.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 10d8 Ice

Mountain Gale

The user hurls giant chunks of Ice at the target. The target takes 9d6 Ice Damage. The target must roll a Physical Save to ignore Flinching.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target

- **Duration:** 1 Round
- **Save Type:** Physical
- **Effect:** Flinch
- **Damage:** 9d6 Ice

Ice Burn

The user sends out an ultracold, freezing wind surrounding the target. The target must also make a Special Save. If the target fails the Special save the target is now burned.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 11d6 Ice

Freeze Shock

The user hits the target with electrically charged ice. The target takes 11d6 Ice Damage, and must make a Physical Save. If the target fails the save the target is paralyzed, ignore paralysis on successful saves.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 11d6 Ice

Glacial Lance

The user hits the target with electrically charged ice. The target takes 11d6 Ice Damage, and must make a Physical Save. If the target fails the save the target is paralyzed, ignore paralysis on successful saves.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Physical Save/Speed Save
- **Effect:** Frostbite
- **Damage:** 10d6 Ice

Sheer Cold

The target is attacked with a blast of absolute-zero cold. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Ice

Bug Moves

Powder

The user shoots a collection of powder onto a target. The Pokemon must make a Speed Save. Pokemon that fail the save are covered in this combustible powder for 1d4+1 rounds. Increase the Damage Die by 1 for the next Fire Move that hits the target that is affected by Powder. Pokemon that succeed the Save are covered for 1 round.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Fire
- **Damage:** N/A

String Shot

The user launches a massive cone of sticky Webbing. Targets in a 15ft cone must make a Speed Save. Pokemon that fail the save take 2 Speed drops. Pokemon that Succeed on the save ignore the effects of String Shot.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Speed Drop
- **Damage:** N/A

Struggle Bug

The user sends out a wave of energy in a 15ft. cone. Targets caught in the blast take 1d6 Bug Damage must make a Special Save. Pokemon that fail the save take full damage, half on successful. Pokemon must also make a Special Save, failed saves take a 1 Special Attack Drop.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Special Drop
- **Effect:** Special Attack Drop
- **Damage:** 1d6 Bug

Bug Bite

The user lunges at the target scrambling to find food on the target before taking a large bite. The target takes 1d6. If the target is holding a berry, the target must make a Physical Save. If the target fails, the berry is consumed by the user.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard

- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Berry
- **Damage:** 1d6 Bug

Defend Order

The user calls upon its underlings to protect the user against incoming attacks. The user gains 1 Stat Boost to Defense and Special Defense.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** 1d6 Bug

Tail Glow

The user bobs its tail in a rhythmic fashion while staring intently at the tip to focus their mind. The user gains 3 stat boosts to their Special Attack.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Infestation

The user sends out a swarm of insects to fill the mind of the target. If the move hits the target must also make a Special Save. The target takes 2d6 Bug Damage, on a failed save the target is Infested, and Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DoT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Bound/DoT
- **Damage:** 2d6 Bug

Silver Wind

The user launches a barrage of powdery scales into the target. If this move hits the target takes 2d8 Bug Damage, The target makes 3 Separate Saves. If the target fails 2/3 Saves the User gains a stat boost to the 5 main Stats.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save/Special Save
- **Effect:** Stat Boost
- **Damage:** 2d8 Bug

Fury Cutter

The user readies its blades and slashes the target with raw Bug power. If the move hits the target it takes 2d8 Damage. If the user continues to land hits, regardless if used on the same target, add 1 more dice to roll, no maximum.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Damage Scales
- **Damage:** 2d8 Bug

Pounce

The user attacks by pouncing on the target. The target must make a Physical Save. If the target fails the Physical save the target takes a 1 stat drop to Speed, ignore stat drop on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 3d6 Bug

Heal Order

The user calls upon its underlings to protect the user against incoming attacks. The user then heals themself 4d6.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** 4d6 Bug

Rage Powder

The user scatters a cloud of powder onto themselves causing Pokemon within a 30ft radius to make a Speed Save. Pokemon who fail the save must direct their Moves towards the user for till the User's next turn. Ignore on Successful saves.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Swift

- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Spider Web

The user sends out a sticky web from its body at a target. The target must make a Speed Save. If the Pokemon fails the save they are considered Can't Flee for 1d4+1 rounds. If the Pokemon succeeds on the save, they can't Flee for half the duration.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Round
- **Save Type:** Speed Save
- **Effect:** Can't Flee
- **Damage:** N/A

Signal Beam

The user attacks with a sinister beam of light, this may also confuse the target. If the hit move confirms a hit, the target takes 5d6 Bug Damage. The target must also make a Special Save. If the target fails the save they are confused for 1d4+1 rounds.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 5d6 Bug

Fell Stinger

The user plunges itself into the target tail first. If it hits deal 3d8 Bug Damage. If this move causes the target to faint (enter death saves) then gain 3 boosts to the Physical Attack stat.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Stat Boost
- **Damage:** 3d8 Bug

Pin Missile

The user launches 5 spikes towards the target. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Bug

Twineedle

If the attack hits, the target takes 5d4 Bug. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit..The target must make a Physical Save. If the target fails the save the target receives the Poison Status Condition.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Multi-Hit/Poison
- **Damage:** 5d4 Bug

U-Turn

The user launches an attack on a target and springboards up to their Movement ft. away from the target. The target takes 5d6 Bug Damage. After leaping off the target the target does not receive an AoO, regardless if the move hits or not.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 5d6 Bug

Silk Trap

The user spins a silken trap. The User is Immune to Damage for the round.. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual. Failed saves result in a 2 stat drop to Speed. Successful saves are 1 stat drop.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Speed Drop
- **Damage:** 5d6 Bug

Sticky Web

The user weaves a sticky net and flings it into the air. The net produces Difficult Terrain for non Bug Pokemon. Pokemon not of the Bug Type can only move at half Speed. If a target ends their turn in the Sticky Web, they must make a Speed Save. Pokemon that fail the save take 1 Speed drop.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Speed Drop/Hazard
- **Damage:** N/A

Pollen Puff

The user releases a large ball of pollen onto a target. If the target is an enemy the target takes 7d6 Bug Damage. If the target is an ally the ball of Pollen heals the target 6d6.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Damage
- **Damage:** 6(7)d6 Bug

Skitter Smack

The user skitters menacingly at the target. The target takes 7d6 Bug Damage. If the move confirms a hit the target must make a Physical Save. If the target fails the save the target takes 1 Special Attack drop. Ignore the drop on success.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Special Attack Drop
- **Damage:** 7d6 Bug

Steamroller

The target travels in a straight line towards a target. If the move makes contact, the target takes 7d6 Bug Damage. The target must also make a Physical Save. If the target fails the save the target is Flinched for 1 round.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 7d6 Bug

X-Scissor

The user slashes the target by crossing its scythes or claws as if they were a pair of scissors aiming for vital points on the target. This move deals 7d6 Bug Damage. This move also has a high critical hit ratio.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Bug

Bug Buzz

The user begins to beat its wings together allowing the friction to produce a sound. The sound, rising in volume, then crashes into the target dealing 9d6 Bug Damage. If the move hits, the target must also make a Special Save. If the Pokemon fails the save they take 1 Special Defense drop. No Special Defense drop on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 9d6 Bug

Attack Order

The user sends out its underlings to attack the target. The small critters reach for vital body parts dealing 9d6 Bug Damage. This move also has a high critical hit ratio.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Bug

First Impression

The user attacks the target with immense speed and surprise. The target takes 8d4 Bug Damage. The user moves with immense speed that this Move is used as a Swift Action.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Swift
- **Damage:** 8d4 Bug

Lunge

The user dashes in a straight line towards a target. If the Move hits, the target takes 9d6 Bug Damage. The target must also make a Physical Save. If the Pokemon

fails the save they take a Physical Attack drop.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Drop
- **Damage:** 9d6 Bug

Quiver Dance

The user lightly performs a beautiful, mystic dance. The user gains 2 Boosts to Special Attack, Special Defense, and Speed Stat.
Additional:

- **Level:** 6
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Leech Life

The user plunges a mouth-like appendage onto the target. The user saps the target of energy and heals themselves from the damage. The target takes 10d6 Bug Damage and heals for half the amount dealt.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 10d6 Bug

Megahorn

The user smashes into the Target with a Massive Horn. The user Overpowers the target using the leverage of the horn. The target takes 11d8 Bug Damage.
Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 11d8 Bug

Guillotine

A vicious tearing attack with big pincers. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.
Additional:

- **Level:** 7
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Bug

Ghost Moves

Spite

The user shoots a cold icy blast at the target. The target must make a Special Save or become Frostbitten, ignore frostbite on successful save.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** PP
- **Damage:** N/A

Night Shade

The user makes the target see a frightening mirage. It inflicts 1d8 Ghost Damage.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 1d8 Ghost

Astonish

The user attacks the target while shouting in a startling fashion. The target takes 1d6 Ghost Damage and then has to make a Physical Save. If the target fails the save the target is Flinched for 1 round, ignore the flinch on successful saves.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 1d6 Ghost

Trick-or-Treat

The user takes the target trick-or-treating. The Pokemon is now also a Ghost Type. The target can ignore this effect by making a Speed Save.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Type Change
- **Damage:** N/A

Ominous Wind

The user blasts the target with a gust of repulsive wind. If this move hits the target takes 2d8 Ghost Damage. The

target makes 3 Separate Saves. If the target fails 2/3 Saves the User gains a stat boost to the 5 main Stats.
Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save/Special Save
- **Effect:** Stat Boost
- **Damage:** 2d8 Ghost

Last Respects

the user attacks to avenge its allies. The more allies that have fainted in this combat, the damage of this move increases. The target takes 1d6 Ghost Damage, and an additional 1d6 for each Ally that has fainted. Max 10d6 Ghost
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Faint
- **Damage:** Xd6 Ghost

Lick

The target is licked with a long tongue causing 3d6 Ghost Damage. If the move hits the target must make a Physical Save. If the target fails on the save the target is now Paralyzed, ignore paralysis on successful roll.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 3d6 Ghost

Confuse Ray

The target is exposed to a sinister ray that causes the target to make a Speed Save. If the target fails the save the target is Confused for 1d4+1 Rounds, half on successful saves.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confusion
- **Damage:** N/A

Grudge

The user places a Grudge on itself, causing the next attack to affect them to fully deplete the PP of that move. The

target can half this effect by making a Speed Save.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** PP
- **Damage:** N/A

Nightmare

If the target is asleep. Inflict terrible nightmares on the target. The target takes 1x Dot each round that they stay asleep. The Target can make a Speed Save to ignore.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Asleep/DoT
- **Damage:** N/A

Bitter Malice

The user attacks the target with spine-chilling resentment. The target takes 4d6 Ghost Damage. The target must make a Special Save or become Frostbitten, ignore the frostbite on successful rolls. If the target is already afflicted with a Status Condition, the target instead takes 6d6 Ghost Damage.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite/Status Condition
- **Damage:** 4(6)d6 Ghost

Infernal Parade

The user attacks with a myriad of fireballs. The target takes 4d6 Ghost Damage. The target must make a Physical Save or become Burned, ignoring the burn on successful rolls. If the target is already afflicted with a Status Condition, the target instead takes 6d6 Ghost Damage.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn/Status Condition
- **Damage:** 4(6)d6 Ghost

Poltergeist

The user attacks the target by controlling the target's item and hitting them with it. The target takes 5d8 Ghost Damage.This Move fails if there is no item in the consumable slot.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Item
- **Damage:** 5d8 Ghost

Shadow Punch

The user throws a punch from the shadows. The User has advantage on this attack. The target takes 5d6 Ghost Damage.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 5d8 Ghost

Shadow Sneak

the user extends its Shadow and attacks the target from behind. The user then swaps places with the Shadow and deals 4d4 Ghost Damage.
Additional:

- **Level:** 3
- **Move Type:** Swift
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Swift
- **Damage:** 4d4 Ghost

Curse

Ghost: The user Sacrifices 1/2 its Hit Die to place a curse on the target. The target takes 4x DOT per round until the user or target faint. The User does not take damage if the Target makes a Speed Save. Non-Ghost Types: Increase Attack 1 stage, Increase Defense 1 stage, Decrease Speed 1 stage.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Curse/DoT
- **Damage:** N/A

Destiny Bond

After using this move, if the user faints, the Pokemon that landed the knockout

hit also faints if it fails a Speed Save. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Faint
- **Damage:** N/A

Hex

This relentless attack does 7d6 Ghost Damage to the target. If the target is afflicted with a Status Condition, the target instead takes 9d6 Ghost Damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Status Condition
- **Damage:** 7(9)d6 Ghost

Rage Fist

The user converts its rage into energy attack. The target takes 2d8 Ghost Damage. Each time the user takes damage from a Direct Source, increase the damage of this move by 2d8.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Bonus Damage
- **Damage:** 2d8 Ghost

Rage Fist

This relentless attack does 7d6 Ghost Damage to the target. If the target is afflicted with a Status Condition, the target instead takes 9d6 Ghost Damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** Speed Save
- **Damage:** 7(9)d6 Ghost

Shadow Claw

The user slashes with a sharp claw made from the shadows. Critical hits land more easily.

Additional:

- **Level:** 4

- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Ghost

Spirit Shackle

The user attacks while simultaneously stitching the target's shadow to the ground. The target must make a Physical Save or be considered Can't Flee for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Can't Flee
- **Damage:** 9d6 Ghost

Moongeist Beam

The user emits a sinister ray to attack the target. This move can be used on the target regardless of its Abilities, Speed save. The target takes 9d6 Ghost Damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Abilities
- **Damage:** 9d6 Ghost

Shadow Ball

The user hurls a shadowy blob at the target. The target takes 9d6 Ghost Damage. If the move hits the target must make a Special Save. If the target fails the special save, then the target takes a 1 special defense drop, ignore the stat drop on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 9d6 Ghost

Phantom Force

The user vanishes somewhere, then strikes the target from behind. The target takes 9d8 Ghost Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Ghost

Shadow Bone

The user attacks by beating the target with a bone that contains a spirit. The target takes 9d6 Ghost Damage, and must make a Physical Save. If the target fails on the save the target takes a 1 Defense Drop, ignore the stat drop on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Defense Drop
- **Damage:** 9d8 Ghost

Astral Barrage

The user attacks by sending a frightful amount of small spirits at opposing Pokemon in a 30ft. cone. Pokemon caught in the cone takes 10d6 Ghost Damage, but can take half damage on successful Speed Saves.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 10d6 Ghost

Shadow Force

The user vanishes somewhere, then strikes the target from behind. The target takes 11d6 Ghost Damage. This Move also bypasses Protection Moves.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d6 Ghost

Spectral Thief

The user hides in the target's shadows. The user then appears from the Shadow stealing any Stat Buffs (Physical Save) then attacking the target.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical

- **Effect:** Stat Steal
- **Damage:** 11d6 Ghost

Death Rattle_____

The spirits of the damned are launched at the target. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** Physical
- **Effect:** Recharge
- **Damage:** 16d10 Ghost

Dragon Moves

Dragon Energy

The user unleashes draconic energy onto a target. The target takes 1d8 Dragon Damage.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Dragon

Dragon's Head

The user headbutts the target with raw dragon energy. The target takes 1d8 Dragon Damage.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Dragon

Dragon's Dance

The user vigorously performs a mystic, powerful dance that raises the Attack and Speed Stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

Dragon Rage

This attack hits the target with a shock wave of pure rage. The target takes 3d6 Dragon Damage, regardless of Abilities and Types. This Move cannot deal Super Effective Damage.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Flat
- **Damage:** 3d6 Dragon

Twister

The user whips up a vicious tornado to tear the opposing Pokemon. The target takes 3d6 Dragon Damage and must make a Physical Save. If the Pokemon fails the save the target is Flinched for 1 round.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Special Save
- **Effect:** Flinch
- **Damage:** 3d6 Dragon

Dragon Tail

The target is knocked back 15ft. if the target fails a Physical Save. If the move hits the target takes 2d6 Physical Damage. If a target hits another, the secondary target can roll a Physical Save for Half damage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save
- **Effect:** Knock Back
- **Damage:** 2d6 Dragon

Dual Chop

The user attacks the target by hitting it with brutal strikes. The user makes two attacks each one dealing 3d4 Physical Damage. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 3d4 Dragon

Dual Cheer

The user raises its allies' morale with a draconic cry so that their future attacks have a heightened chance of landing critical hits. Allies increase their critical hit threshold by 1 (19-20), if the ally is a Dragon Type Pokemon, their critical hit threshold is increased by 2 (19-20) for 1d4+1 Rounds.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Crit/Dragon
- **Damage:** N/A

Dragon Breath

The user exhales a mighty gust that inflicts damage on the target. Enemies must make a Special Save. Pokemon that fail this save take 5d6 Dragon Damage

and are Paralyzed. Pokemon that succeed take half damage and ignore the Paralysis.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 5d6 Dragon

Dragon Breath

The user exhales a mighty gust that inflicts damage on the target. Enemies must make a Special Save. Pokemon that fail this save take 5d6 Dragon Damage and are Paralyzed. Pokemon that succeed take half damage and ignore the Paralysis.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 5d6 Dragon

Dragon Darts

The user attacks twice, sending draconic darts at the target. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit. The target takes 4d4 Dragon Damage for each dart hit.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Multi-Hit
- **Damage:** 4d4 Dragon

Dragon Rush

The user tackles the target while exhibiting overwhelming menace. The target takes 5d6 Dragon Damage, and must make a Physical Save. If the Pokemon fails the saves, they are Flinched for 1 round.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Dragon

Scale Shot

The user attacks by shooting scales 2-5 times in a row. The first roll determines 2

attacks, each subsequent roll is another roll of this attack until missing The Target takes 1d8 Dragon on each successful hit.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Dragon

Clangorous Soul

Take 2xDoT worth of damage to increase the Attack, Defense, Special Attack, Special Defense, and Speed stat by 1 stage.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** DoT/Stat Boost
- **Damage:** N/A

Clangorous Soul

Take 2xDoT worth of damage to increase the Attack, Defense, Special Attack, Special Defense, and Speed stat by 1 stage.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** DoT/Stat Boost
- **Damage:** N/A

Dragon Pulse

The target is attacked with a shockwave generated by the user's gaping mouth. The target takes 7d8 Dragon Damage.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7d8 Dragon

Breaking Swipe

The user swings its tough tail wildly and attacks opposing Pokemon. All targets threatening the square of the user are affected. The user must roll an attack roll on each target, each target takes 6d6 Dragon Damage. Each target hit must also make a Physical Save. Pokemon that fail the save take 1 Attack Drop, Pokemon that succeed ignore the drop.
Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/5ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Drop
- **Damage:** 6d6 Dragon

Dragon Claw

The user slashes the target with huge sharp claws. The target takes 7d8 Dragon Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7d8 Dragon

Order Up

The user attacks with elegant poise. The target takes 7d6 Dragon Damage. The Target Makes a Physical Save to see which Stat Boost the User gets. The user then rolls a d100 to figure out which stat is to be rolled and what the save would be for the target. (1-33, Attack | 34-66, Defense | 67-99, Speed | 100, Attack, Defense, and Speed)

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Stat Boost
- **Damage:** 7d6 Dragon

Core Enforcer

The user leashes a large beam of energy in a 30ft Cone. Pokemon caught in the Cone must make a Speed Save. Pokemon that fail on this save take 8d6 Dragon Damage. Targets caught in the Line must also make a Special Save. Targets that Fail the Save have their highest Ability Suppressed for 1d4+1 Rounds.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special/Speed
- **Effect:** Ability
- **Damage:** 8d6 Dragon

Fickle Beam

The user shoots a beam of light to inflict damage. Sometimes all the user's heads shoot beams in unison, increasing the damage of the move from 8d6 Dragon to 10d6 Dragon. The user rolls a 1d10. If the

user rolls a 8 or higher the move is boosted.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** 1d10 Damage
- **Damage:** 8(10)d6 Dragon

Spacial Rend

The user tears the target along with the space around it. Critical hits land more easily. The target takes 9d6 Dragon Damage.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Dragon

Dragon Hammer

The user uses its body like a hammer to attack the target and inflict 9d8 Dragon Damage.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Dragon

Clanging Scales

The user rubs the scales on its entire body and makes a huge noise attack to attack the opposing pokemon. The targets must make a Speed Save. Pokemon that fail this save take full damage being 11d6. Pokemon that succeed on this save take half damage. After the attack, the user takes a 1 Defense Drop for each successful save.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Defense Drop
- **Damage:** 11d6 Dragon

Draco Meteor

Comets are summoned down from the sky onto a target. The target takes 13d8 Dragon Damage. If the move connects the user takes a 2 Special Attack Drop.
Additional:

- **Level:** 6

- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Attack Drop
- **Damage:** 13d8 Dragon

Glaive Rush

The user throws its entire body into a reckless charge, dealing 13d8 Dragon Damage. The target that was hit, next move the target makes against the User, Increase the Damage Die.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drop
- **Damage:** 13d8 Dragon

Outrage

The user throws its entire body into a reckless charge, dealing 13d8 Dragon Damage. The target that was hit, next move the target makes against the User, Increase the Damage Die.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d2+1/1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Confusion
- **Damage:** 13d8 Dragon

Roar of Time

The user blasts the targets with power that distorts even time. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Dragon

Steel Moves

Steel Voice

The user sends out a voice of metal to decrease the Physical Defense Stat of Pokemon in a 15ft cone. Pokemon can make a Speed Save to negate the effect

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop
- **Damage:** N/A

Metal Claw

The user sends out a voice of metal to decrease the Physical Defense Stat of Pokemon in a 15ft cone. Pokemon can make a Speed Save to negate the effect

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Increase
- **Damage:** 1d6 Steel

Automize

The user sheds part of its body to make itself lighter and nimble, increasing the speed stat by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Speed Boost
- **Damage:** N/A

Iron Defense

The user hardens its body's surface increasing the defense stat by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense Boost
- **Damage:** N/A

Shelter

The user makes its skin as hard as an iron shield. This increases the Special Defense by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No

- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Defense Boost
- **Damage:** N/A

Corroded Iron

The user sends out pieces of corroded metal at the target. The target takes 3d8 Steel Damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Steel

Gyro Ball

The user attacks the target with a high-speed spin. The damage rolled is the difference between the Speed stat of the user and target. starting at 1d8 Steel. If the Target has 20 (Mod +5) and the User has 10(Mod 0) the damage will be 5d8 Steel.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Speed Mod
- **Damage:** Xd8 Steel

Spike Cannon

Sharp Spikes are shot at the target in rapid succession. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Steel

Gear Up

The user engages its gears to increase the Attack and Special Attack by 1 stage by all Allies. Pokemon with the Plus or Minus Ability gain double. Enemies can receive this benefit if they have Plus or Minus.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Plus/Minus Stat Boost
- **Damage:** N/A

Metal Sound

A horrible sound like scraping metal emanates from the user. The target must make a Speed Save. If the Pokemon fails it takes a 2 stat drop to Special Defense, 1 on successful saves

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Defense Drop
- **Damage:** N/A

Shift Gear

The user rotates its gears, boosting the Attack Stat by 1 and increasing the Speed Stat by 2.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack/Speed Boost
- **Damage:** N/A

Mirror Shot

The user lets loose a flash of energy at the target from its polished body. The target must make a Special Save, if failed the target takes an Accuracy drop, ignored on successful save.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 5d6 Steel

Bullet Punch

The user strikes the target with touch punches as fast as bullets. This move can be used as Swift Action.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Swift
- **Damage:** 4d4 Steel

Heavy Slam

The user slams into the target with its heavy body. The move does 5d6 Steel Damage, if the user has Heavy Metal as an Ability it deals 6d6 Steel. If the User has Light Metal it deals 4d6.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ability
- **Damage:** 5(4)(6)d6 Steel

Magnet Bomb

The user launches steel bombs that stick to the target and explode. The User has advantage on this attack.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 5d6 Steel

Spike Cannon

Sharp Spikes are shot at the target in rapid succession. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d8 Steel

Steel Wing

The target is hit with wings of steel. The Target must also make a Physical Save. IF the Target fails the Save, the User gains a 1 stage Physical Defense Boost.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Defense Boost
- **Damage:** 5d6 Steel

King's Shield

The user puts up an impenetrable wall of defense. The User is Immune to Damage for the round.. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the

Move executes as usual. Failed saves result in a 2 stat drop to Physical Attack. Successful saves are a 1 stage Physical Attack Drop.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Boost
- **Damage:** N/A

Flash Cannon

The user gathers all its light energy and releases it all at once. The target must make a Special Save, if failed the target takes a Special Defense drop, ignored on success.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 7d6 Steel

Steel Beam

The user fires a beam of steel that is collected from its body. The user takes Recoil to 1/4 of the damage dealt.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 8d8 Steel

Anchor Shot

The user entangles the target with its anchor chain while attacking. The target must make a Physical Save or be considered Can't Flee for 1d4+1 Rounds

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Can’t Flee
- **Damage:** 7d6 Steel

Double Iron Bash

The user uses the hex nut on its chest as an axis to spin, striking with its arms twice in a row. The target must make a Physical Save. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 3d8 Steel

Gear Grind

The user attacks by throwing steel gears at the target twice in a row. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 3d8 Steel

Iron Head

The user slams the target with this steel-hard head. The target must make a Physical Save or become flinched.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 7d6 Steel

Metal Burst

The user retaliates with much greater force against the opponent that last inflicted damage on it. This move does not specify if Physical or Special but does 1.5x the damage back to the attacker.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Varies Steel

Smart Strike

The user stabs the target with a sharp horn. The User has advantage on this attack.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A

- **Effect:** Advantage
- **Damage:** 7d6 Steel

Steel Roller

The user attacks while destroying the terrain. The Target takes 7d6 Steel, 8d6 if the Target is on Terrain The target of this attack takes a high amount of Steel Damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 7(8)d6 Steel

Doom Desire

Two turns after this move is used a hunk of metallic energy attacks the target.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 2 Rounds
- **Save Type:** N/A
- **Effect:** Delayed
- **Damage:** 9d8 Steel

Tachyon Cutter

The user attacks by launching particle blades at the target twice in a row. The user has Advantage on these moves. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage/Multi-Hit
- **Damage:** 4d6 Steel

Behemoth Bash

The user's Body becomes a firm shield and slams into the target fiercely. The Target must make a Physical Save, the target is flinched for 1 round

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 9d6 Steel

Behemoth Blade

The user wields a large powerful sword using its whole body and cuts the target

in a vigorous attack. This move has a higher critical hit threshold
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Steel

Iron Tail

The target is slammed with a steel-hard tail. The target must make a Physical Save or have their Physical Defense drop by 1 stage.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Defense Drop
- **Damage:** 9d6 Steel

Meteor Mash

The target is hit with a hard punch fired like a meteor. The target must make a Physical Save, if the Target fails the Save, the User gains a 1 stage Physical Attack Boost.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Boost
- **Damage:** 9d6 Steel

Spin Out

The user spins furiously by straining its legs inflighting damage on the target. The user also decreases their speed stat by 2 stages after using this move.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 10d8 Steel

Sunsteel Strike

The user slams into the target with the force of a meteor. This move can be used on the target regardless of the target's abilities.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard

- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 10d8 Steel

Make it Rain

The user attacks by throwing out a mass of coins. This also lowers the users Special Attack Stat by 2 stages.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Attack Drop
- **Damage:** 11d6 Steel

Hard Press

The target is crushed with an arm, a claw, or the like to inflict damage. The higher the Current HP of the target, the greater the Move's Power. (100-16d10 | 99>90%-14d8 | 89-80%-13d8 | 79-70%-11d8 | 69-60%-9d8 | 59-50%-7d8 | 49-40%-5d8 | 39-30%-4d8| 29-20%-3d8 | 19-10%-2d8 | 9-1HP-1d8)

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Xd8 Steel

Gigaton Hammer

The user swings its whole body around to attack with its huge hammer. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Steel

Dark Moves

Snarl

The user yells as if it's ranting about something, which lowers the Special Attack Stat of Opposing Pokemon. Targets within a 15ft. cone must make a Speed Save. Targets that make the Save take half damage. Pokemon hit must also make a Special Save, those that fail take a 1 Special Attack Drop.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save/Speed Save
- **Effect:** Special Attack Drop
- **Damage:** 1d6 Dark

Bite

The target is bitten with viciously sharp fangs. This may also make the target flinch. If the user confirms a hit on the target the target takes 1d6 Dark Damage, the target must make a Physical Save. If the target fails the save the target is Flinched for 1 round. If the target succeeds, it ignores the Flinch.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 1d6 Dark

Embargo

The user curses the target, suppressing the effects of any item that the target is currently holding. Not only does it suppress items that the user uses, but also suppresses all items that would be used on the target as well. The target must make a Speed Save. If the target fails the Speed Save the target is Embargoed for 1d4+1 Rounds. Successful saves ignore this effect.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1d4 +1 Round
- **Save Type:** Speed Save
- **Effect:** Item
- **Damage:** N/A

Hone Claws

The user sharpens its claws to boost both its Attack and Accuracy Stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack/Accuracy Boost
- **Damage:** N/A

Nasty Plot

The user stimulates its brain by thinking bad thoughts. The user then gains 2 stat boosts to the Special Attack Stat.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Attack Boost
- **Damage:** N/A

Quash

The user targets a Pokemon, the Pokemon must make a Speed Save. If the Pokemon fails on the save the Pokemon is moved to the last of the Initiative tracker for 1d4+1 rounds. If the target succeeds the target ignores this effect.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Initiative
- **Damage:** N/A

Snatch

The user readies itself prepared to intercept the next Buff that an enemy casts onto an ally. The user steals the buff for itself. The caster can roll a Speed Save to negate this effect

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Status Steal
- **Damage:** N/A

Switcheroo

The user chooses a target within range and swaps items with the target. The target can roll a Speed Save to negate this effect. The target can also choose to fail this effect.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save

- **Effect:** Item
- **Damage:** N/A

Taunt

The target is taunted into a rage that allows it to use only Physical or Special Moves. The target must make a Speed Save. If the target fails they are unable to use Status moves for 1d4+1 Rounds. If the target saves on this roll they are only Taunted for half the amount rolled.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Torment

The user torments and enrages the target, making it incapable of using the same move twice in a row. The target must make a Speed Save. If the Pokemon fails on the speed save, they are Tormented for 1d4+1 Rounds. If the target succeeds they are Tormented for half the amount.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Thief

The user attacks and attempts to steal the target's held item simultaneously. The target must roll a Physical Save to stop this effect. The target ignores the save if the User has an item in the appropriate slot.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Item
- **Damage:** 3d6 Dark

Night Daze

The user lets loose a pitch-black shock wave at its target. If the move confirms a hit dealing 3d6 Dark Damage, the target must make a Special Save. If the Pokemon fails the Speed Save, then the Pokemon takes 1 Accuracy drop, ignored on successful save.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Accuracy Drop
- **Damage:** 3d6 Dark

Assurance

If the target has already taken some damage this round, double the die roll. After confirming a hit the target takes 2d6 Dark Damage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 2d6 Dark

Beat Up

The user gets all party Pokemon within a 30ft range of the target to attack the target. Each ally can roll an attack roll. Each ally that successfully lands an attack adds 2 more dice to the roll. (Max ally attacks are 6 including the user.) Beat Up deals 1d6 (maximum 6d6).

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 1d6 Dark

Foul Play

The user uses the power of the target against themselves. If the user confirms a hit, the target takes 1d6 damage. This amount of die rolled depends on the Attack Modifier of the opponent. There is no Max for this attack. (If a target has a 20 Attack, with a Mod of +5, the move deals 5d6) This attack ignores any self modifiers to the damage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack
- **Damage:** Xd6 Dark

Payback

The user stores power then attacks. If the move is used on an enemy that attacked before you this turn this move deals double damage. This move deals 2d6 Dark Damage, 4d6 if the target moves after the user.

Additional:

- **Level:** 2
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 2(4)d6 Dark

Power Trip

The user boasts its strength and then attacks the target. The more the user's stats are raised, the greater the move's power. This move has a flat amount of damage being 1d6. For each stat increase, increase the amount of die rolled by 1d6. This move can scale "infinitely". If all 7 stats are at the maximum, this move can deal 42d6.

Additional:s

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** Xd6 Dark

Pursuit

The user deals 2d6 Dark Damage to a target. If the target has moved this round, the target instead takes 4d6 Dark Damage.

Additional:s

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 2(4)d6 Dark

Fake Tears

The user feigns crying to fluster the target. The target must make a Speed Save. If the Pokemon fails the save they take 2 stat drops to Special Defense. Successful saves result in only 1 Special Defense drop.

Additional:s

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Defense Drop
- **Damage:** N/A

Flatter

Flattery is used to confuse the target. The target must make a Speed Save. If the Pokemon fails the save the Pokemon is confused for 1d4+1 Rounds. If the Pokemon succeeds on the save the Pokemon is confused for half the amount rolled. The Pokemon targeted also receives 2 Special Attack Boost.

Additional:s

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confusion/Stat Boost
- **Damage:** N/A

Momento

The user sacrifices 2xDoT and chooses a target. The user chooses a target within range to make a Speed save. If the Pokemon chosen fails a save they take 2 stat drops to both Physical and Special Attack. On successful saves the Pokemon receives only 1 stat drop.

Additional:s

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop
- **Damage:** DoT

Parting Shot

With a parting threat, the user shouts at the target. The target must make a Speed Save. Pokemon that fail the save take 1 stat drop to both Physical and Special Attack. Successful saves ignore the stat drop. After the shout has been performed, the user can move up to its Movement away from the target.

Additional:s

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Drop/Movement
- **Damage:** N/A

Fiery Wrath

The user transforms its wrath into a fire-like aura to attack. This may also make the opposing Pokemon flinch. Pokemon caught in the 30ft. cone must make both a Special and Speed Save. Pokemon that fail on the Speed Save take 4d6 Dark Damage, half on success. Pokemon that fail the Special Save are Flinched for 1 round, ignored on success.

Additional:s

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** 1 Round
- **Save Type:** Speed Save/Special Save
- **Effect:** Flinch
- **Damage:** 4d6 Dark

Brutal Swing

The user swings its body around violently to inflict damage on everything in its vicinity. All targets threatening the square of the user are affected. The user must roll an attack roll on each target, each target takes 4d6 Dark Damage.

Additional:s

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/5ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 4d6 Dark

Ceaseless Edge

The user slashes its shell blade at the target aiming to land a critical hit. If the attack confirms the shell breaks off in the target and proceeds to take damage over time. The initial hit does 4d6 Dark Damage. If the target fails a Physical Save, the target takes Damage on Round end, refer to DoT Table. This effect lasts for 1d4+1 Rounds. Successful Physical saves are half the duration.

Additional:s

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Dot/Bound
- **Damage:** 4d6 Dark

Faint Attack

The user approaches the target disarmingly, then throws a sucker punch. The User has advantage on this attack. This move deals 5d6 Dark Damage

Additional:s

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 5d6 Dark

Punishment

The more the target has powered up with stat changes, the greater the move's power. This move has a base of 3d6, but each positive stat boost the enemy has increases the damage dealt by 1d6. This move caps at 7 stat positive stat changes (10d6).

Additional:s

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A

- **Effect:** Stat Boost
- **Damage:** 3d6 Dark

Sucker Punch

The user hits a target right as its attacking them. If a target is in a threatening square and launches an attack (a damaging move) onto you, as an Immediate Action you can use this move to hit the enemy with an all out punch, Sucker Punching them. This move deals 4d4 Dark Damage.

Additional:s

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Immediate
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Immediate
- **Damage:** 4d4 Dark

Dark Void

Opposing Pokemon are dragged into a world of total darkness that makes them sleep. The target must make a Special Save or become Asleep for 1d4+1 Rounds. If the target is already Asleep, the Move deals more damage. Additionally the user heals for 1/2 the damage dealt.

Additional:s

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Asleep/Drain
- **Damage:** 5(7)d6 Dark

Obstruct

The user puts up an impenetrable wall of defense. The User is Immune to Damage for the round. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual. Pokemon that make contact must make a Speed save for a 2 Stage Physical Defense Drop. Successful saves are 1 stat drop.

Additional:s

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Protection/Physical Defense Drop
- **Damage:** N/A

Topsy-Turvy

All stat changes affecting the target turn Topsy-Turvy and become the opposite of what they were. A +2 to the Attack Stat becomes a -2, vice versa. The target must 3 Separate Save. If the Target fails 2/3

Saves the Stat changes are swapped, ignored on success.

Additional:s

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save/Physical Save/Special Save
- **Effect:** Stat Change
- **Damage:** N/A

Dark Pulse

The user releases a horrible aura imbued with dark thoughts. Pokemon within a 30ft radius must make a Physical and Special Save. Pokemon that fail on the Special take full damage, half on success. Pokemon that fail the Physical Save are Flinched for 1 round, ignored on success. 6d6.

Additional:s

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1 Round
- **Save Type:** Special Save
- **Effect:** Flinch
- **Damage:** 6d6 Dark

Crunch

The user crunches up the target with sharp fangs. If the move connects the target takes 7d6 Dark Damage must make a Physical Save. If the target fails the save the target takes 1 Defense stat drop.

Additional:s

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Defense Drop
- **Damage:** 7d6 Dark

Knock Off

The user slaps down the target's held item. This move deals 6d6 Dark Damage. The damage is increased if the Pokemon is holding an item and the threshold for the maximum increases to 8d6 Dark Damage. The target must make a Physical Save to not Drop their item.

Additional:s

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Item
- **Damage:** 6(8)d6 Dark

Lash Out

The user lashes out to vent its frustration towards the target. If its stats were lowered during this turn, the power of this move is increased. This move deals 6d6 Dark Damage, if the target's stats were lowered it deals 8d6 Dark Damage.

Additional:s

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Drop
- **Damage:** 6(8)d6 Dark

Night Slash

The user slashes the target the instant an opportunity arises. Critical hits land more easily. This move deals 7d6 Dark Damage.

Additional:s

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Dark

Night Slash

The user attacks the target's throat dealing 7d6 Dark Damage, and the resulting suffering prevents the target from using Sound based Moves for 1d4+1 Rounds. The target can avoid this affliction with a Speed Save.

Additional:s

- **Level:** 4
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Sound
- **Damage:** 7d6 Dark

Baddy Bad

The user acts bad and attacks the target. A wondrous wall of light is put up on allies within range. The user targets a Pokemon to take the 6d6 damage of the attack. Allies within a 20ft range from the target receive the Bonuses of Reflect for 1d4+1 Rounds. The buff goes off regardless if the attack hits.

Additional:s

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30/20ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Screen
- **Damage:** 6d6 Dark

Comeuppance

The user retaliates with much greater force against the target that last inflicted damage onto the user. This move deals 10d6 Dark if the opponent of the Move attacks the user before the user's last initiative.

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/20ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Initiative
- **Damage:** 8(10)d6 Dark

Comeuppance

The user retaliates with much greater force against the target that last inflicted damage onto the user. The target of that move takes 1.5 the damage the user took.

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Varies Dark

Darkest Lariat

The user swings both arms and hits the target. The target's stat changes do not affect this attack's damage output or chance to hit. If the move hits the target takes 9d6 Dark Damage.

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ignore Stats
- **Damage:** 9d6 Dark

False Surrender

The user pretends to bow its head, but then stabs the target. The User has advantage on this attack. This Move also ignores any Evasiveness and bonuses from the target as well. The move deals 8d6 Dark Damage.

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ignore Stats/Advantage
- **Damage:** 8d6 Dark

Jaw Lock

This move prevents the user and the target from moving after taking hold. The target must make a Physical Saving Throw to escape from its effects, or be subject to Can't Flee for 1d4+1 rounds. The target takes 9d6 Dark Damage.

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Can't Flee
- **Damage:** 9d6 Dark

Wicked Blow

The user hits the target with the Force of Nature. The Target takes 1/2 its Level Rounded Down in d8 Damage

Additional:s

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 9d6 Dark

Ruination

The user hits the target with the Force of Nature. The Target takes 11d8 Dark Damage

Additional:s

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d8 Dark

Hyperspace Fury

Using its many arms, the user unleashes a barrage of attacks that ignore the effects of moves like Protect and Detect. The User has Advantage on this attack. After landing the move the target 11d6 Dark Damage. The user takes a Defense Drop.

Additional:s

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage/Stat Drop/Protection
- **Damage:** 11d6 Dark

Kowtow Cleave

The user slashes at the target after kowtowing to make the target let down its guard. The USer has advantage on this attack. The target takes 11d6 Dark Damage.

Additional:s

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Advantage
- **Damage:** 11d6 Dark

Blood Moon_____

The user unleashes the full brunt of its spirit from a full moon that shines as red as blood. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:s

- **Level:** 7
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Dark

Fairy Moves

Fairy Wind

The user stirs up a wind of faerie magic and strikes the target. This move deals 1d8 Fairy damage.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Fairy

Fairy Tackle

The user creates a very charming aura around themselves before launching into the target. The move deals 1d8 Fairy.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Fairy

Aromatic Mist

The user raises the Special Defense Stat of allies within a 30ft radius.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Defense Boost
- **Damage:** N/A

Fairy Lock

By locking down the battlefield the user keeps all Pokemon from moving. Target caught in the 30ft radius can make a Speed Save to negate this effect. Pokemon are Can't Flee for 1d4+1 Rounds.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Can’t Flee
- **Damage:** N/A

Flower Shield

The user raises the Physical Defense stat of allies within a 30ft radius. If the target is a Grass Pokemon, the bonus is doubled.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No

- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Defense Boost/Grass
- **Damage:** N/A

Sweet Kiss

The user kisses the target with a sweet angelic cuteness that causes the Pokemon to make a Speed Save. The target is confused for 1d4+1 rounds, half on success.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confusion
- **Damage:** N/A

Disarming Voice

Letting out a charming cry, the user does EMOTIONAL DAMAGE, to the opposing Pokemon. Pokemon caught in a 30ft cone must make a Speed Save. Pokemon that fail on the save take 3d6 Fairy Damage, half damage on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 3d6 Fairy

Troll Bash

The user unleashes a surge of fairy energy into themselves before striking the target. The target takes 3d8 Fairy Damage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Fairy

Baby-Doll Eyes

The user stares at the target with its baby-doll eyes, which lowers its Attack stat by 2 stages. The target can make a Physical Save to take only 1 stat drop.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous

- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop
- **Damage:** N/A

Floral Healing

The user restores the target's HP by 3d6 Mod using the power of flowers. If this move is used on Grassy Terrain, the heal is increased to 4d6.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Terrain
- **Damage:** 3(4)d6 Fairy

Draining Kiss

The user steals the target's HP with a kiss. The target takes 4d6 Damage, and the user heals for half the amount dealt.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Drain
- **Damage:** 4d6 Fairy

Springtide Storm

The user attacks by wrapping the target in fierce winds brimming with love and hate. If the move connects, the target must roll a Special Save. If the target fails the save the target takes a Special Defense Drop, ignore the stat drop on successful save.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Defense Drop
- **Damage:** 5d6 Fairy

Goblin Touch

The users chaotic fairy energy into their hands before laying them onto a target. The target takes 5d6 Fairy Damage and must make a Physical Save. If the target fails the save the target takes a 1 Physical Attack drop, ignore the drop on successful saves.)

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Drop
- **Damage:** 5d6 Fairy

Charm

The user gazes at the target rather charmingly making the target less weary. This harshly lowers the Attack Stat by 3 stages. The target can make a Physical Save to take only 1 stat drop.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop
- **Damage:** N/A

Crafty Shield

The user protects itself and its allies from status moves with a mysterious power, giving the user and allies a +2 bonus on saves when a Status Move is used for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Status Effect Save
- **Damage:** N/A

Decorate

The user sharply raises the targets Attack and Special Stat by 2 stages by decorating the target.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack/Special Attack Boost
- **Damage:** N/A

Misty Terrain

The user protects Pokemon on ground by sending out a pulse of faerie energy in a 30ft radius. Pokemon inside this terrain gain Advantage on Status Effect Saves, as well as Increases the Damage Die of Fairy Moves.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** N/A

Moonlight

The user restores its own HP by 5d6. When the weather is Heavy Rain

increases the heal to 7d6, if used in other weathers decrease the heal to 3d6.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Weather
- **Damage:** 3(5)(7)d6 Fairy

Alluring Voice

The user attacks the target using its angelic voice. The target must roll a Special Save. If the target fails the Special Save, then the target is confused for 1d4+1 Rounds.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confused
- **Damage:** 7d6 Fairy

Dazzling Gleam

The user damages opposing Pokemon by emitting a powerful flash in a 30ft cone. Pokemon can make a Speed Save to take half damage.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 6d6 Fairy

Misty Explosion

The user attacks everything around it, dealing massive amounts of damage to targets in the 30ft. radius. After the Move is performed the User is left with 1HP. Pokemon caught in the area can make a Speed save to take half damage from this move. This Moves Deals 1d10 Fairy Per Level.
Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 20ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Endure
- **Damage:** Xd10 Fairy

Sparkly Swirl

The user attacks the target by wrapping it with a whirlwind of an overpowering scent. Allies within 30ft of the target are also cured of their Status Condition, if the Target fails a Special Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Cure
- **Damage:** 7d6 Fairy

Spirit Break

The user attacks the target with so much force that it could break the target's spirit. The move deals 7d6 Fairy Damage, if the target fails a Physical Save the target takes a 1 Special Attack Drop, ignoring the drop on successful save.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Special Attack Drop
- **Damage:** 7d6 Fairy

Light of Ruin

Drawing power from the Eternal Flower, the user fires a powerful beam of light. The user takes Recoil, for 1/4 of the damage dealt.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 10d8 Fairy

Moonblast

Borrowing the power of the moon, the user attacks the target. The target takes 9d6 Fairy Damage and must make a Special Save. If the Pokemon fails on this save, the pokemon takes a Special Attack drop, ignoring the stat drop on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Special Attack Drop
- **Damage:** 9d6 Fairy

Strange Beam

The user attacks by emitting steam at a target. If the move connects the target takes 9d6 Fairy, and must make a Special Save. If the target fails the save the target is Confused for 1d4+1 Rounds. Ignore confusion on successful save.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Special Save
- **Effect:** Confusion
- **Damage:** 9d6 Fairy

Springtide Storm

The user attacks by wrapping the target in fierce winds brimming with love and hate. The Target must make a Special Save. If the target fails the special Save, they take a 1 stage Physical Attack Drop. Speed Save for Half Damage.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Physical Attack Drop
- **Damage:** 9d6 Fairy

Play Rough

The user plays rough with the target and attacks it dealing 9d6 Fairy damage. The target must also make a Physical Save. If the target fails the save, the target takes a 1 Attack drop. ignore the attack drop on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Attack Drop
- **Damage:** 9d6 Fairy

Geomancy

The user absorbs energy around it, increasing the Special Attack, Special Defense, and Speed stat by 2 stages.

Additional:

- **Level:** 6
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Attack/Special Defense/Speed Boost
- **Damage:** N/A

Fleur Cannon

The user unleashes a strong beam. This attack lowers the Special Attack of the user by 2 stages.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Special Attack Drop
- **Damage:** 13d8 Fairy

Nature's Madness

The user hits the target with the Force of Nature. The Target takes 11d8 Fairy Damage.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d8 Fairy

Fairy Tale

The user places the target in a fairy tale story before crushing them in the book. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Fairy

Normal Moves

Block

The user blocks the target's way with arms spread wide to prevent the target from moving, gaining the can't flee effect. The target can negate this effect with a successful Speed Save.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** N/A

Confide

The user tells the target a secret, and the target loses its ability to concentrate. The target must make a Speed Save. If the target fails the save, the target takes a 1 stage Special Attack Drop.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Attack Drop
- **Damage:** N/A

Copycat

The user mimics the last move used immediately before it.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Move
- **Damage:** N/A

Defense Curl

The user curls up and boosts its Physical Defense stat by 1 stage.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense Boost
- **Damage:** N/A

Flash

The user flashes a bright light. The target must make a Speed Save. If the target fails the Speed Save, the target takes a 1 stat drop to Accuracy.

Additional:

- **Level:** 1
- **Move Type:** Status

- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Accuracy Drop
- **Damage:** N/A

Glare

The user intimidates the target with a pattern on its belly. The target must make a Speed Save. If the target fails the save the target is now paralyzed, ignore paralysis on successful saves.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Paralysis
- **Damage:** N/A

Growl

The user intimidates the target with a pattern on its belly. The target must make a Speed Save. If the target fails the save the target is now paralyzed, ignore paralysis on successful saves.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop
- **Damage:** N/A

Harden

The user stiffens all the muscles in its body to boost its Defense stat by 1 stage

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense Boost
- **Damage:** N/A

Steady Mind

The user calms themselves to reveal their inner power. Increase the Special Attack stat by 1 stage

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Attack Boost
- **Damage:** N/A

Leer

The user gives the opposing Pokemon and Intimidating leer. The target must make a Speed save, if the target fails the save the target has its Physical defense stat lowered by one stage.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Defense Drop
- **Damage:** N/A

Lovely Kiss

With a scary face, the user tries to kiss the target. If the target fails a Speed save the target is now asleep.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Play Nice

The user and the target become friends, and the target loses its will to fight. The target must make a Speed save. If the target fails the save, the target takes a 1 stat drop to Physical Attack.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop
- **Damage:** N/A

Sharpen

The user makes its edges more jagged, which raises the physical attack stat by 1 stage.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack Boost
- **Damage:** N/A

Sing

A soothing lullaby is sung in a beautiful voice that puts the target to sleep, if they fail a Speed Save.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No

- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Sketch

This move enables the user to permanently learn the move last used by the target. This move has only 1 PP. After it is used, the slot is then consumed by the move that was copied. If a move that is unable to be learned due to level is copied, the move fails. (Mono Normal)

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Move (Normal)
- **Damage:** N/A

Supersonic

The user generates an odd sound wave from its body to cause the target to make a Speed Save. If the target fails the save the target is confused.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confusion
- **Damage:** N/A

Tail Whip

The user wags its tail cutely, making pokemon in a 15ft cone make a Speed Save. Pokemon that succeed on the save ignore the Special Defense drop.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 15ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Defense Drop
- **Damage:** N/A

Recycle

Refind the last consumable item used, and use it again.

Additional:

- **Level:** 1
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Consumable
- **Damage:** N/A

Constrict

The target is attacked with long creeping tentacles, vines, or the like. The target must make a Physical save to avoid a speed drop.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Drop
- **Damage:** 1d6 Normal

Cut

The target is cut with a scythe, a claw, or the like to inflict damage. This attack has a higher critical hit threshold.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 1d6 Normal

Fury Attack

The user attacks by jabbing the target with a horn, a beak, or the like. These attacks deal 1d2 each. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d2 Normal

Pound

The target is physically pounded with a long tail, a foreleg or the like.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Normal

Scratch

The target is physically pounded with a long tail, a foreleg or the like.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch

- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 2d4 Normal

Sonic Boom

The target is hit with a destructive shock wave of sound.

Additional:

- **Level:** 1
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Normal

Tackle

A Physical Attack in which the user charges and slams into the target. This move does increased damage if the user moved more than 10ft this round.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Movement
- **Damage:** 1d6(10) Normal

Wrap

A long body, vines, or the like are used to wrap and squeeze the target for 1d4 +1 Rounds. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** DoT/Bound
- **Damage:** 1d6 Normal

Acupressure

The user applies pressure to stress points, increasing as random stat (1d8 - 1 - Attack | 2 - Defense | 3 - Special Attack | 4 - Special Defense | 5 - Speed | 6 - Accuracy | 7 - Evasiveness | 8 - Crit (18-20)) The stat is boosted by 2 stages.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Boost
- **Damage:** N/A

After You

The user helps the target, and makes it take an additional action right after the user touches them. (This is either a move or attack action)

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Additional Turn
- **Damage:** N/A

Assist

The user hurriedly scans the area to assert the current combat. The user then is able to use the move of any ally within a 30ft range at random. Roll a 1d100 and percentage accordingly.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ally Move
- **Damage:** N/A

Attract

The target must roll a Speed Save. If the target fails the save, the target becomes infatuated with the user. The target must roll a d100, if the target rolls a below 50, the target is unable to act, if above 50 the target is able to make its attack. Pokemon of the same gender have advantage, opposite gender is disadvantage, and no gender neutral.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Infatuation/Gender
- **Damage:** N/A

Bestow

The user passes its held item to the target when the target isn't holding an item. This move can be used as a swift action.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Swift
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Consumable
- **Damage:** N/A

Camouflage

The user's type is changed depending on the Environment. Refer to the Environment Tab.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** N/A

Captivate

The targets must make a Speed Save against being charmed. If it is successful the target must take a 2 stat drop to Special Attack, only 1 on successful saves if same gender, 1 stat drop, and no stat drop on same gender and neutral gender.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Special Attack Drop/Gender
- **Damage:** N/A

Disable

The user targets one Pokemon. The target must make a Speed Save. If the target fails the save the target is unable to use the last move that they used for 1d4+1 Rounds.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Double Team

By moving rapidly, the user makes illusory copies of itself to boost its evasiveness by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Evasiveness Boost
- **Damage:** N/A

Encore

The user compels a target within range. The target must make a Speed Save, or it must continue the last move it used for 1d4+1 rounds.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Evasiveness Boost
- **Damage:** N/A

Endure

The user endures the next hit it would take, and if the user would faint the user is instead left with 1 HP. This effect stays for the remainder of the round. The user rolls a 1d100. If the user rolls below 50 the User faints, if the User rolls above 51 Endure holds.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Rounds
- **Save Type:** N/A
- **Effect:** Faint
- **Damage:** N/A

Focus Energy

The user takes a deep breath and focuses so that its future attacks have a heightened chance of landing critical hits. If a Move has no crit range it goes to 18-20, if it has a crit range of lets say 19-20 it goes to 17-20

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Crit Boost
- **Damage:** N/A

Foresight

The user studies the target. The target must make a Speed Save. If the target fails the save, the target takes a 1 Evasiveness stat drop. If the target is a Ghost Type, they are now affected by both Normal and Fighting moves, regardless if the save is failed.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Evasiveness Drop
- **Damage:** N/A

Howl

The user howls loudly to rouse itself and its allies. This increases the Physical

attack stat by 1 stage for the user and all allies within a 30ft range.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack Boost
- **Damage:** N/A

Lock On

The user makes sure to aim at the target. For 1d4+1 Rounds all Direct Damaging Moves at the target are given Advantage. Speed Save for half duration.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Advantage
- **Damage:** N/A

Mean Look

The user pins the target with a dark arresting look. The target gains the Can't Flee effects if they fail a respective Speed Save. half successful.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Can't Flee
- **Damage:** N/A

Mean Reader

The user senses the target's movements with its mind. For 1d4+1 Rounds all Direct Damaging Moves by the target are given at Disadvantage. Speed Save for half duration.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Disadvantage
- **Damage:** N/A

Reflect Type

The user reflects the target's type to become the same type as the target.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** N/A

Refresh

The user rests to cure itself of a stat condition.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Cure
- **Damage:** N/A

Scary Face

The user frightens the target with a Scary Face. The target must make a Speed Save, if the target fails the Speed save the target takes a 2 stat drop to the Speed Stat.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Speed Drop
- **Damage:** N/A

Screech

An earsplitting screech hits a target. If the target fails a Speed save, they take a 2 stat drop to Physical Defense, 1 on Successful Save.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Defense Drop
- **Damage:** N/A

Smokescreen

The user releases an obscuring cloud of smoke or ink. The target must make a Speed Save, if it fails, the target takes an Accuracy drop.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Accuracy Drop
- **Damage:** N/A

Stuff Cheeks

The user eats its berry as a Swift action, then increases its Physical Defense stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Berry/ Physical Defense Boost
- **Damage:** N/A

Swagger

The user enrages and confuses the target. The target gets a 2 stat boost to Attack, then must roll a Speed Save, if the target fails the save, the target is then confused.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Boost/Confusion
- **Damage:** N/A

Tearful Look

the user gets teary-eyed to make the target lose its combative spirit. The target must make a Speed Save. If the target fails the saves they take a respective drop to Physical Attack and Special Attack

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop/Special Attack Drop
- **Damage:** N/A

Tickle

the user gets teary-eyed to make the target lose its combative spirit. The target must make a Speed Save. If the target fails the saves they take a respective drop to Physical Attack and Special Attack

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack Drop/Special Attack Drop
- **Damage:** N/A

Whirlwind

The target is blown away from the user for 1d4+1 rounds. The target must fail a

Special save for this to take effect. The Target can't move closer than 30ft of the user.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Flee
- **Damage:** N/A

Work Up

The user is roused, and increases their Attack and Special attack stat by 1 stage.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack/Special Attack Boost
- **Damage:** N/A

Yawn

The user lets loose a huge yawn that lulls the target into falling asleep. The target makes a Speed Save. On successful Saves they will be asleep for half the duration. The target will fall asleep the following Round.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Echoed Voice

The user attacks the target with an echoing voice. If another Pokemon uses this move this turn increases the die rolled by 1.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Asleep
- **Damage:** 3d6

Echoed Voice

The user attacks the target with an echoing voice. If another Pokemon uses this move this turn increases the die rolled by 1.

Additional:

- **Level:** 2
- **Move Type:** Special
- **Contact:** No

- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ramping
- **Damage:** 3d6

Bide

The user gains 1 Evasiveness Drop and enters a defensive stance. The user enters this stance for 2 rounds. At the end of the 2nd round, the user unleashes this energy onto a target. This damage is Typeless.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Defensive
- **Damage:** Varies

Bind

A long body, tentacles, or the like are used to bind the target for 1d4+1 Rounds. If the move hits the target must also make a Physical Save. The target takes 2d6 Normal Damage, on a failed save the target is Bound. For 1d4+1 Rounds the target takes Typeless Damage on round 1/2 DoT, See DOT Table. The Pokemon takes half the amount of rounds on a successful save.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Bound/DoT
- **Damage:** 2d6 Normal

Double Hit

The user slams the target with a tail or the like. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Hit
- **Damage:** 2d4 Normal

Double Slap

The target is slapped repeatedly back and forth 2-5 times. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 2
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d4 Normal

False Swipe

A restrained attack that prevents the target from fainting. if the move would cause the pokemon to faint, the target is instead left with 1 HP.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** 1 HP
- **Damage:** 3d6 Normal

Fury Swipes

A restrained attack that prevents the target from fainting. if the move would cause the pokemon to faint, the target is instead left with 1 HP.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 2d2 Normal

Quick Attack

The user lunges at the target to inflict damage, moving at binding speed. This move has increased priority and can be used as a Swift Action.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 2d4 Normal

Rage

As long as this move is in use, the power of rage raises the Physical attack stat by 1 stage for each hit the user takes this round

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack Boost
- **Damage:** 2d6 Normal

Rapid Spin

The user performs a spin attack on the target. This removes the effects of Bound, as well as Leech Seed. The Target also makes a Physical Save. If the target fails the save the user gains a 1 Stage Speed Boost. Additionally Hazards in a 30ft radius of the User are removed.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Speed Boost/Hazard
- **Damage:** 2d6 Normal

Super Fang

The user comps hard on the target with its sharp front fangs. The target takes 1/2 its current health in Damage. This move is a Mono Normal Exclusive Move.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Hit Die
- **Damage:** Varies Typeless

Vice Grip

The target is gripped and squeezed from both sides to inflict damage.

Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Normal

Baton Pass

The user switches places with an ally within range. The user also transfers any stat boosts or stat drops that they currently have onto the ally that was swapped with.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stat Change/Movement
- **Damage:** N/A

Belly Drum

The user switches places with an ally within range. The user also transfers any stat boosts or stat drops that they

currently have onto the ally that was swapped with.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** ½ HD Self Damage/6 Physical Attack Boost
- **Damage:** N/A

Belly Drum

The user switches places with an ally within range. The user also transfers any stat boosts or stat drops that they currently have onto the ally that was swapped with.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** ½ HD Self Damage/ Physical Attack Boost
- **Damage:** N/A

Conversion

The user changes its type to become the same type as one of the moves that it knows, and then uses that move.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** N/A

Conversion_2

The user changes its type to make itself resistant to the Primary type of a target within a 30ft range. It then uses a move in its pool that is Super Effective against the target.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** N/A

Doodle

The user captures the very essence of the target in a sketch. The user and 1 ally change their Abilities to match that of the target.
Additional:

- **Level:** 3
- **Move Type:** Status

- **Contact:** No
- **Action Type:** Standard
- **Range:** Self/30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Ability
- **Damage:** N/A

Entrainment

The user dances with an odd rhythm that compels the target to mimic it. The target's Abilities match the users, if the target fails a Speed Save.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Ability
- **Damage:** N/A

Filet Away

The user sharply boosts Attack, Special Attack and Speed Stat by 2 stages each. The User takes 1/2 their Hit Die in damage.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** ½ Hit Die/Physical Attack/ Special Attack/ Speed
- **Damage:** N/A

Follow Me

The user draws attention to itself. Targets within a 30ft radius must make a Speed Save. If the targets fail the save, the targets must aim their attacks at the user until the user's next turn.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Status Effect
- **Damage:** N/A

Growth

The user's body grows all at once, boosting the Physical Attack and Special Attack stat by 1 stage each. This boost is doubled when used in Harsh Sunlight.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A

- **Effect:** Special Attack/Physical Attack/Weather
- **Damage:** N/A

Happy Hour

Using Happy Hour doubles the amount of prize money received after battle

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** 1.5x Money
- **Damage:** N/A

Helping Hand

The user assists an ally by boosting the power of the ally's attack. The next move the ally uses, increase the Damage Die of that move by 2.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Damage
- **Damage:** N/A

Minimize

The user compresses its body to make itself look smaller, which sharply increases the Evasiveness stat by 2 stages.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Evasiveness Boost
- **Damage:** N/A

Noble Roar

Letting out a noble roar, the user intimidates the target, the target must make a Speed Save. If the target fails the saves the target takes an Attack and Special Attack drop. ignored on success

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Attack/Special Attack Drop
- **Damage:** N/A

Odor Sleuth

The user studies the target. The target must make a Speed Save. If the target fails the save, the target takes a 2 Evasiveness stat drop. If the target is a Ghost Type, they are now affected by both Normal and Fighting moves, regardless if the save is failed. Successful SAves are 1 stat Drop.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Evasiveness Drop/ Type
- **Damage:** N/A

Protect

This move enables the user to protect itself from all attacks. The User is Immune to Damage for the round.. If the User uses this Move again the following round, roll a 1d100. If the User rolls below 50 the User fails the Move, if the User gets above a 51 the Move executes as usual.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Speed Save
- **Effect:** Protection
- **Damage:** N/A

Psych Up

The user hypnotizes itself into copying any stat changes made by the target.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Copy
- **Damage:** N/A

Recover

The user regenerates its own cells, restoring its own HP by 3d6

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** 3d6 Normal

Roar

The target is scared off, and proceeds to run away from the user for 1d4+1 rounds. The target must fail a Physical save for this to take effect.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Flee
- **Damage:** N/A

Shell Smash

The user breaks its shell, which lowers its defense and special defense stats by 2 stages, but also increases the Attack, Special Attack, and Speed Stat by 2 stages.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack/Special Attack/Speed Boost/Physical Defense Special Defense Drop
- **Damage:** N/A

Simple Beam

The user emits a mysterious psychic wave that changes an Ability to Simple. Pokemon must make a Speed SAve to ignore this effect.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Ability/Simple
- **Damage:** N/A

Sleep Talk

The user randomly uses one of the moves it knows. This move can only be used while under the effects of Asleep. The Move is chosen at Random using a 1d100.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Asleep
- **Damage:** N/A

Stockpile

The user stores power and boosts its Defense and Special Defense stats by 1 stage. This ability can be used 3 times, to use it again Swallow or Spit Up need to be used. If This Move is learned, Stockpile and Spit Up will be learned for free once Available to the User.

Additional:

- **Level:** 3

- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense/Special Defense Boost
- **Damage:** N/A

Substitute

The user creates a substitute for itself using its own HP. This user takes 2xDoT of its hit die rounded up in damage. The substitute as equal health the the health used to create the substitute. While it holds, the user ignores Status Conditions and Status effects, the substitute breaks after its HP hits 0.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Substitute/ 2xDoT
- **Damage:** N/A

Sweet Scent

The user releases a scent that causes targets in a 30ft cone to make a Speed Save. Targets that fail the save take a 2 stat drop to Evasiveness, and targets that succeed only take a 1 stat drop

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Evasiveness Drop
- **Damage:** N/A

Swords Dance

A frenetic dance to uplift the fighting spirit. This increases the Attack stat by 2 stages.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Attack Boost
- **Damage:** N/A

Teeter Dance

The user performs a wobbly dance that confuses all Pokemon within a 30ft radius. Pokemon must make a Physical Save to ignore this effect.

Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confused
- **Damage:** N/A

Hidden Power

The user adds up its stats to determine the power of this move. (35 - Normal | 36 - Fighting | 37 - Flying | 38 - Poison | 39 - Ground | 40 - Rock | 41 - Bug | 42 - Ghost | 43 - Fire | 44 - Water | 45 - Grass | 46 - Electric | 47 - Psychic | 48 - Ice | 49 - Dragon | 50 - Dark | 51 - Steel | 52 - Fairy | 53 - Normal... etc.)

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type
- **Damage:** 5d6 Varies

Round

The user attacks the target with a song. If another Pokemon uses this move this turn increases the die rolled by 1.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Ramp
- **Damage:** 5d6 Normal

Snore

This attack can only be used while the user is asleep. The user snores loudly at a target.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Asleep
- **Damage:** 6d8 Normal

Swift

Star Shaped rays are shot at Pokemon caught in a 30ft cone. Pokemon must make a Speed Save to talk half damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 5d6 Normal

Terrain Pulse

The user utilizes the energy of the terrain to attack. This move's type changes depending on the terrain at the time. This move does additional damage on terrain.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Terrain
- **Damage:** 5(6)d6 Normal

Weather Ball

This user uses the current weather to launch an attack. This move's type changes depending on the weather at the time. This move does additional damage in the weather.
Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Weather
- **Damage:** 5(6)d6 Normal

Chip Away

Looking for an opening, the user strikes consistently. The target's stat changes to Defense does not affect the damage output of this move.
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense
- **Damage:** 5d6 Normal

Comet Punch

Comet Punch The Target is hit with a flurry of punches that strike 2-5 times. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing
Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d6 Normal

Covet

The user endearingly approaches the target, then steals the target's held item if the target fails a Physical Save.
Additional:

- **Level:** 3

- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Item
- **Damage:** 5d6 Normal

Endeavor

The user inflicts damage by cutting down the target's hp equal to that of the user.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** Varies

Fake Out

This move has increased Priority and can be used as a Swift Action. The target takes 3d4 Normal Damage and must make a successful Physical Save to ignore the Flinch.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Swift
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 3d4 Normal

Feint

This attack can hit a target that has used a move with the Protection Tag. If the Target is under the effect of Protection, the effect ends.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** 5d6 Normal

Headbutt

The user sticks out its head and attack by charging straight into the target. The target must roll a Physical Save save, or become Flinched.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Normal

Hold Back

The user Holds Back when it attacks, and the target is left with only 1 HP if it would faint.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** 1 HP
- **Damage:** 5d6 Normal

Hold Attack

The target is jabbed with a sharply pointed horn to inflict damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 5d8 Normal

Present

The user attacks by giving the target a gift with a hidden trap. The user rolls a d100. If the target rolls a 0-40 is 3d6 | 41-70 is 6d6 | 71-80 is 8d6 | 81-100 Heals the target 4d6)

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** Xd6 Normal

Self-Desctruct

The user attacks everything around it in a 30ft radius. After the move is performed the User is left with 1 HP. Pokemon can make a Speed Save to take half damage. Targets take 1d10 Normal Per Level.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** 1 HP
- **Damage:** Xd10 Normal

Stomp

The user attacks by stomping on the target with a big foot. The target must also make a Physical save to ignore being flinched.

Additional:

- **Level:** 3
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 5d6 Normal

Tail Slap

The user attacks by striking the target with its hard tail. The first roll determines 2 attacks, each subsequent roll is another roll of this attack until missing

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d6 Normal

Take Down

A reckless full-body charge attack for slamming into the target. The user also takes recoil damage.

Additional:

- **Level:** 3
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 6d8 Normal

Court Change

With its mysterious power, the user enables themselves to ignore the Hazards that were set up by enemies for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Hazards
- **Damage:** N/A

Heal Bell

The user makes a soothing bell chime to cure the status conditions of allies within a 30ft radius.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Status Condition
- **Damage:** N/A

Laser Focus

The user concentrates intensely. The next move used by the user has a Crit Threshold of 10-20.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Critical Hit
- **Damage:** N/A

Lucky Chant

The user chants an incantation towards the sky, preventing critical hits from landing on allies for 1d4+1 Rounds.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Critical Hit
- **Damage:** N/A

Me First

The user cuts ahead of the target to copy its attack and use the intended move. The user then uses the move with greater power, by increasing the damage die by 1.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Move
- **Damage:** N/A

Mimic

The user copies the move last used by the target. Mimic is replaced with that move for the remainder of the Combat. PP Usage of that Move will account for Mimic usage.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** N/A

Morning Sun

The user restores its own HP by 5d6. When the weather is Harsh Sunlight increases the heal to 7d6, if used in other weathers decrease the heal to 3d6.
Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard

- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Weather
- **Damage:** 3(5)(7)d6

Pain Split

The user adds its HP to the target's HP, then equally splits the combined HP between the target and itself. The target must fail an Speed Save for this effect to take place.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Health
- **Damage:** N/A

Perish Song

Any Pokemon that stays within 60ft of the user after this song starts, automatically faints after 3 rounds. The target and delay a round by successfully making Speed Save. The user also applies this debuff to themselves.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Circle-Based
- **Duration:** 3 Rounds
- **Save Type:** Speed Save
- **Effect:** Faint
- **Damage:** N/A

Power Shift

The user swaps its Attack with Defense, and its Special Attack with its Special Defense.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Stat Change
- **Damage:** N/A

Safeguard

The user creates a protective field in a 30ft radius around the user. Allies that step foot inside the barrier, gain Advantage on Stat Reduction Saves for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Advantage/Stat Drops

- **Damage:** N/A

Shed Tail

The user creates a substitute for itself using its own HP. This user takes 2xDoT of its hit die rounded up in damage. The substitute has equal health to the health used to create the substitute. The user then switches places with an ally within 30ft, giving the ally the substitute. While it holds, the user ignores Status Conditions and Status effects, the substitute breaks after its HP hits 0.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Substitute/DoT/ Movement
- **Damage:** N/A

Shed Tail

The user creates a substitute for itself using its own HP. This user takes 2xDoT of its hit die rounded up in damage. The substitute has equal health to the health used to create the substitute. The user then switches places with an ally within 30ft, giving the ally the substitute. While it holds, the user ignores Status Conditions and Status effects, the substitute breaks after its HP hits 0.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Substitute/DoT/ Movement
- **Damage:** N/A

Slack Off

The user slacks off, restoring its own HP by 5d6 HP

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** N/A

Swallow

The Power stored using the move stockpile is absorbed. The user heals 4d6 per stockpile used.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target

- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Stockpile
- **Damage:** 4d6 Normal

Tea Time

The user has teatime with all the Pokemon within a 30ft radius. Pokemon must eat their berry, or they can ignore the effect by making a respective Speed Save.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Berry
- **Damage:** N/A

Transform

The user transforms into a copy of the target, copying all stat changes, moves, and abilities. These effects stay in play till the user faints. This also Copies HP and stats.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Transform
- **Damage:** N/A

Relic Song

The user sings an ancient song and attacks by appealing to the hearts of the listening Pokemon. Targets must make a Special save or fall asleep for 1d4+1 rounds. Targets can also roll a Speed save for half damage.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save/Special Save
- **Effect:** Asleep
- **Damage:** 6d6 Normal

Spit Up

The Power of the move Stockpile is released at once in an attack. This attack does 4d6 Normal damage per stock of stockpile. Stockpile stacks are lost on use.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Stockpile

- **Damage:** 4d6 Normal

Barrage

The user launches 5 round object towards the target. The first roll determines 2 attacks, the user keeps rolling till miss.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 2d6 Normal

Body Slam

The user attacks by dropping onto the target with its full weight. The target must roll a Physical Save or end up becoming paralyzed.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Paralysis
- **Damage:** 7d6 Normal

Crush Claw

The user slashes the target with hard sharp claws. The target must make a Physical Save, if the target fails the target takes a 1 Defense Drop.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Physical Defense Drop
- **Damage:** 7d6 Normal

Dizzy Punch

The target is hit with rhythmically launched punches. If the attack lands the target must roll a Physical save to avoid being confused for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Confusion
- **Damage:** 7d6 Normal

Facade

The moves power is increased for each status condition affecting the user. starting at 7d6 Normal, and increasing to 9d6 if Afflicted with a Status Condition

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical Save
- **Effect:** Status Condition
- **Damage:** 7(9)d6 Normal

Flail

The user flails about aimlessly to attack. The less HP the user has the greater the moves power. (100-1d8 | 99>90%-2d8 | 89-80%-3d8 | 79-70%-4d8 | 69-60%-5d8 | 59-50%-6d8 | 49-40%-7d8 | 39-30%-8d8| 29-20%-9d8 | 19-10%-10d8 | 9-1HP-11d8).

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** Xd8 Normal

Hyper Fang

The user bites hard on the target with its sharp front fangs. The target must roll a Physical Save to avoid being Flinched

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1 Round
- **Save Type:** Physical Save
- **Effect:** Flinch
- **Damage:** 7d6 Normal

Mega Punch

The target is slugged by a punch thrown with muscle -packed power.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7d8 Normal

Retalitiate

The user gets revenge for a fainted ally. If an ally has fainted in this combat, the damage of this move is increased.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A

- **Effect:** N/A
- **Damage:** 7(10)d6 Normal

Secret Power

This move deals Normal damage but has an additional effect depending on the Environment it is used in. (Refer to the Environment table). Physical Save

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Physical
- **Effect:** Varies
- **Damage:** 7d6 Normal

Slam

The target is slammed with a long tail, vines or the like to inflict damage.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7d8 Normal

Slash

The target is attacked with a slash of claws, scythes, or the like. This move has a higher critical hit threshold.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)
- **Damage:** 7d6 Normal

Smelling Salts

This attack's power is increased when used on a target with paralysis. This also cures the target of paralysis.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Paralysis/Cure
- **Damage:** 7(9)d6 Normal

Strength

The target is slugged with a punch thrown at maximum power.

Additional:

- **Level:** 4
- **Move Type:** Physical
- **Contact:** Yes

- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 7d8 Normal

Milk Drink

The user restores its own HP by 8d6.
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 8d6 Normal

Nature Power

This attack makes use of nature's power. Its effect varies depending on the user's environment. Refer to Environment tab
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** Self
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** Varies

Revival Blessing

The user bestows a loving blessing, reviving a party member. The user is revived to half their maximum HP.
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal/Save
- **Damage:** N/A

Spotlight

The user shines a spotlight on the target so that only the target will be attacked during the turn. The target Must make a Speed Save to not have attacks all be directed at the target. Allies gain Advantage on their attacks against the Target, and the target gain's disadvantage on saves.
Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Advantage/Disadvantage
- **Damage:** N/A

Tidy Up

The user tidies up the area, and removes hazards from the field within a 60ft radius. Spikes, Stealth Rock, Sticky Web, Toxic Spikes, and Substitute are removed from the field. The user also increases the Physical Attack and Speed stat by 1 stage for each hazard removed.

Additional:

- **Level:** 5
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Hazards/Stat Boost
- **Damage:** N/A

Hyper Voice

The user attacks by letting loose a horribly loud, resounding cry. Pokemon must make a Speed save inside the 30ft cone, taking half damage on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 9d6

Razor Wind

Blades of wind hit Pokemon caught in its path. The User only rolls a d20 for the first attack, the second roll of the d20 is to confirm if the 2nd hit is a critical hit.. Critical Hits land more easily.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)/Multi-Hit
- **Damage:** 4d6

Revelation Dance

The user attacks by dancing with all its might. This move's type is based on the current type of the user.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** 9d6 Varies

Tri Attack

The user strikes with a simultaneous three-beam attack. The target must roll a 1d100. The target rolls a Special Save to avoid (1-33 = Burn Save, 34-66 =

Frostbite Save, 67-100 Paralysis Save, 100.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn/Paralysis/Frostbite
- **Damage:** 9d6 Normal

Uproar

The user attacks in an uproar for 1d2+1 Rounds. Pokemon within 30ft of the user gain Advantage on Asleep Saves during this time.
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** 1d2+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Advantage Asleep
- **Damage:** 8d6 Normal

Wring Out

The user powerfully wrings the target. The more HP the target has the greater the move's power. based on the current HP% of the target. (100-11d8 | 99>90%-10d8 | 89-80%-9d8 | 79-70%-8d8 | 69-60%-7d8 | 59-50%-6d8 | 49-40%-5d8 | 39-30%-4d8| 29-20%-3d8 | 19-10%-2d8 | 9-1HP-1d8).
Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** Xd8 Normal

Crush Grip

The target is crushed with great force. The more HP the target has the greater the move's power. based on the current HP% of the target. (100-11d8 | 99>90%-10d8 | 89-80%-9d8 | 79-70%-8d8 | 69-60%-7d8 | 59-50%-6d8 | 49-40%-5d8 | 39-30%-4d8| 29-20%-3d8 | 19-10%-2d8 | 9-1HP-1d8).
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Health
- **Damage:** Xd8 Normal

Double Edge

A reckless like-risking tackle in which the user rushes the target. The user suffers recoil as a result.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 10d8 Normal

Egg Bomb

A reckless like-risking tackle in which the user rushes the target. The user suffers recoil as a result.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 9d8 Normal

Explosion

The user attacks everything around it in a 30ft radius. After the move is performed the User is left with 1 HP. Pokemon can make a Speed Save to take half damage. The Damage is 1 Die per Level.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Faint
- **Damage:** Xd10 Normal

Hyper Drill

The user spins the pointed part of its body at high speed to pierce the target. This move ignores the effects of Protection moves.
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Protection
- **Damage:** 9d6 Normal

Multi-Attack

Cloaking itself in Powerful energy, the user slams into the target to inflict damage. This move's type changes depending on the kind of memory disc held by the user. (Item Memory)
Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes

- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** 9d8 Normal

Population Bomb

The user's fellows gather in droves to perform a combo attack that hits the target one to 10 times. The first roll determines 2 attacks, each subsequent roll after is to confirm a hit until miss.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Multi-Strike
- **Damage:** 1d6 Normal

Raging Bull

The user performs a tackle like a raging bull. The target gets all screens broken on contact.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Screens
- **Damage:** 9d6 Normal

Rock Climb

The user performs a tackle like a raging bull. The target gets all screens broken on contact.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d4+1 Rounds
- **Save Type:** Physical Save
- **Effect:** Confusion
- **Damage:** 9d6 Normal

Trump Card

The fewer PP this move has, the greater its power. This Move always has 5 PP. This cannot be increased with a PP Up. At 4 PP = 4d8 | 3PP = 6d8 | 2PP = 8d8 | 1PP = 10d8 | 0PP = 14d8. Other Abilities cannot Increase or Decrease the Effect of this Move only Resistances.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** PP

- **Damage:** Xd8 Normal

Soft Boiled

The user restores its own HP by 9d6 HP
Additional:

- **Level:** 6
- **Move Type:** Status
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** 9d6 Normal

Wish

The user restores its own HP by 9d6 HP
Additional:

- **Level:** 6
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Heal
- **Damage:** 9d6 Normal

Boomburst

The user attacks everything around it with the destructive power of a terrible explosive sound. Pokemon must make a Speeds save to take half damage.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 10d6 Normal

Judgement

The user releases countless shots of light at the target. This move's type changes depending on the kind of plate held by the user.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Type Change
- **Damage:** 11d6 Normal

Techno Blast

The user attacks by firing a beam of light at the target. This move's type changes depending on the kind of Drive held by the user. The Drive will also cause a SAve, Burn Drive, Burn Save; Chill Drive, Frostbite Save; Shock Drive, Paralysis Save; Douse Drive, Confusion Save.
Additional:

- **Level:** 6
- **Move Type:** Special
- **Contact:** No

- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Status Condition
- **Damage:** 11d6 Normal

Head Charge

The user charges its head into the target, using its powerful guard hair. The user also takes recoil.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 12d8 Normal

Last Resort

This move can only be used after each other move that the user knows has been used at least once.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** PP
- **Damage:** 15d10 Normal

Mega Kick

This move can only be used after each other move that the user knows has been used at least once.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 11d8 Normal

Skull Bash

The user tucks in its head to raise its Defense stat by 1 stage, then rams into the target.

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Physical Defense Boost
- **Damage:** 11d6 Normal

Thrash

The user Rampages and attacks for 1d2+1 turns. The closest target, prioritizing enemies, takes 12d8 Normal

Damage. Only 1 PP is used for the duration of this attack. At the end of the duration the user is confused for 1d4+1 Rounds

Additional:

- **Level:** 6
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d2+1/1d4+1 Rounds
- **Save Type:** N/A
- **Effect:** Confusion
- **Damage:** 12d8 Normal

Hyper Beam

The target is attacked with a powerful beam. Pokemon that fail the save take 16d10 damage. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 100ft
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Normal

Giga Impact

The user charges at the target using every bit of its power. The user must recharge for this move. The user rolls a 1d6, regaining a charge of this move on a successful roll of a 6. But the User forfeits their next turn.

Additional:

- **Level:** 7
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** 1d6
- **Save Type:** N/A
- **Effect:** Recharge
- **Damage:** 16d10 Normal

Shadow Moves

Shadow Blitz

A Pokemon throws this tackle while casting a shadowy aura.

Additional:

- **Level:** 1
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 1d8 Shadow

Shadow Down

A shadowy aura sharply cuts the foe's defenses. The target caught in the 30ft cone must make a Speed Save. On failed saves, the target takes a 2 stage Physical Defense Drop, 1 stage on successful saves.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Physical Defense Drop
- **Damage:** N/A

Shadow Hold

A shadowy aura envelops pokemon around the user. Those within the 30ft radius must make a Speed Save. Those that fail the save gain the Can't Flee condition for 1d4+1 Rounds. Those that succeed ignore the effect.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Can’t Flee
- **Damage:** N/A

Shadow Mist

A shadowy aura sharply cuts the foe's evasiveness stat. Targets caught in the 30ft cone must make a Speed Save. Those that fail take a 2 stage Evasiveness drop. Those that succeed take only a 1 stage evasiveness drop.

Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Evasiveness Drop
- **Damage:** N/A

Shadow Break

A shattering ram attack with a shadowy aura.
Additional:

- **Level:** 2
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** N/A
- **Damage:** 3d8 Shadow

Shadow Wave

Shadowy aura waves are loosed to inflict damage in a 30ft cone. Targets must make a Speed Save, taking half damage on successful saves.
Additional:

- **Level:** 2
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 3d6 Shadow

Shadow Panic

Pokemon caught in the 30ft cone must make a Speed Save. Pokemon that fail the save are Confused for 1d4+1 Rounds. Pokemon that succeed ignore the effect. Pokemon with Soundproof gain advantage on this save.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Confusion
- **Damage:** N/A

Shadow Half

A shadowy aura's energy cuts everyone who is within 30 ft of the user to have their Current HP cut in half. There Pokemon can take half with a successful speed save. But the User forfeits their next turn.
Additional:

- **Level:** 3
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle Based
- **Duration:** 1d4+1 Rounds
- **Save Type:** Speed Save
- **Effect:** Turn
- **Damage:** N/A

Shadow Rush

The user executes a tackle while exuding a shadowy aura. The user takes Recoil damage.
Additional:

- **Level:** 3
- **Move Type:** Physical

- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 6d8 Shadow

Shadow Rave

A shadowy aura in the ground is used to launch spikes. Targets can make a Speed save to take half damage.

Additional:

- **Level:** 3
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 5d6 Shadow

Shadow Shed

The user uses its shadow energy to remove the effects of Reflect, Light Screen, etc. Pokemon can make a Speed Save to keep these effects.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous
- **Save Type:** Speed Save
- **Effect:** Screens
- **Damage:** N/A

Shadow Sky

The user sends out a wave of shadowy energy over the battlefield causing "Darkness" to take hold of the field. All non shadow Pokemon take half the DOT table per turn while inside the Shadow area. This lasts for 1d4+1 Rounds.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Circle-Based
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Weather/DoT
- **Damage:** N/A

Shadow Blast

A wicked blade of air is formed using a shadowy aura and is launched at the target. This move has a higher critical hit ratio.

Additional:

- **Level:** 4
- **Move Type:** Status
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** (19-20)

- **Damage:** 7d6 Shadow

Shadow Bolt

A shadowy thunder attack that may paralyze the target if they fail a Special Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Paralysis
- **Damage:** 7d6 Shadow

Shadow Chill

A shadowy ice attack that may frostbite the target if they fail a Special Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Frostbite
- **Damage:** 7d6 Shadow

Shadow Fire

A shadowy fireball attack that may burn the target if they fail a Special Save.

Additional:

- **Level:** 4
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 60ft
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** Special Save
- **Effect:** Burn
- **Damage:** 7d6 Shadow

Shadow End

A shadowy aura ram attack that also gives the user Recoil Damage.

Additional:

- **Level:** 5
- **Move Type:** Physical
- **Contact:** Yes
- **Action Type:** Standard
- **Range:** Touch
- **Target:** Single Target
- **Duration:** Instantaneous
- **Save Type:** N/A
- **Effect:** Recoil
- **Damage:** 10d8 Shadow

Shadow Storm

A shadowy aura is used to whip up a vicious tornado at targets caught in the cone. Targets must make a Speed Save, taking half damage on successful saves.

Additional:

- **Level:** 5
- **Move Type:** Special
- **Contact:** No
- **Action Type:** Standard
- **Range:** 30ft
- **Target:** Cone-Based
- **Duration:** Instantaneous

- **Save Type:** Speed Save
- **Effect:** N/A
- **Damage:** 9d6 Shadow

Move Categories

Listed earlier in the Abilities Sections, Some Moves can increase or decrease in damage depending on the Type of Move used. Below will be listed those Moves.

Aura and Pulse Moves

Water Pulse, Aura Sphere, Dark Pulse, Dragon Pulse, Heal Pulse, Origin Pulse, Terrain Pulse.

Ball and Bomb Moves

Acid Spray, Aura Sphere, Barrage, Beak Blast, Bullet Seed, Egg Bomb, Electro Ball, Energy Ball, Focus Blast, Gyro Ball, Ice Ball, Magnet Bomb, Mist Ball, Mud Bomb, Octazooka, Pollen Puff, Pyro Ball, Rock Blast, Searing Shot, Seed Bomb, Syrup Bomb, Shadow Ball, Sludge Bomb, Weather Ball, and Zap Cannon.

Binding Moves

Bind, Clamp, Ceaseless Edge, Fire Spin, Infestation, Magma Storm, Sand Tomb, Snap Trap, Thunder Cage, Whirlpool, Wrap, Salt Cure.

Biting Moves

Bite, Hyper Fang, Crunch, Poison Fang, Thunder Fang, Ice Fang, Fire Fang, Psychic Fangs, Jaw Lock, Fishious Rend.

Draining Moves

Absorb, Bitter Blade, Bouncy Bubble, Dark Void, Drain Punch, Draining Kiss, Dream Eater, Giga Drain, Horn Leech, Leech Life, Leech Seed, Matcha Gotcha, Mega Drain, Oblivion Wing, Parabolic Charge, Strength Sap

Dance Moves

Swords Dance, Petal Dance, Feather Dance, Teeter Dance, Dragon Dance, Lunar Dance, Quiver Dance, Fiery Dance, Revelation Dance, Clangorous Soul, Victory Dance, Aqua Step.

Explosive Moves

Self-Destruct, Explosion, Mind Blown, Misty Explosion

Multi-Strike Moves

Arm Thrust, Barrage, Bone Rush, Bullet Seed, Comet Punch, Double Slap, Fury Attack, Fury Swipes, Icicle Spear, Pin Missile, Rock Blast, Scale Shot, Spike Cannon, Tail Slap

Multi-Hit Moves

Bonemerang, Double Hit, Double Iron Bash, Double Kick, Dragon Darts, Dual Chop, Dual Wingbeat, Gear Grind, Razor Wind Surging Strikes, Tachyon Cutter, Triple Dive, Triple Kick, Twin Beam, Twineedle

Protection Moves

Baneful Bunker, Burning Bulwark, Detect, King's Shield, Mat Block, Obstruct, Protect, Silk Trap, Spiky Shield

Powder and Spore Moves

Poison Powder, Stun Spore, Sleep Powder, Spore, Cotton Spore, Rage Powder, Powder, Magic Powder

Punching Moves

Comet Punch, Mega Punch, Fire Punch, Ice Punch, Thunder Punch, Dizzy Punch, Mach Punch, Dynamic Punch, Focus Punch, Meteor Mash, Shadow Punch, Sky Uppercut, Hammer Arm, Drain Punch, Bullet Punch, Power-Up Punch, Ice Hammer, Plasma Fists, Double Iron Bash, Wicked Blow, Surging Strikes, Headlong Rush, Jet Punch, Rage Fist.

Slicing Moves

Cut, Razor Leaf, Slash, Fury Cutter, Air Cutter, Aerial Ace, Leaf Blade, Night Slash, Air Slash, X-Scissor, Psycho Cut, Cross Poison, Sacred Sword, Razor Shell, Secret Sword, Solar Blade, Behemoth Blade, Stone Axe, Ceaseless Edge, Population Bomb, Kowtow Cleave, Psyblade, Bitter Blade, Aqua Cutter, Mighty Cleave, Tachyon Cutter.

Sound Moves

Alluring Voice, Boomburst, Bug Buzz, Chatter, Clanging Scales, Clangorous Soul, Confide, Disarming Voice, Drum Beating, Echoed Voice, Eerie Spell, Grass Whistle, Growl, Heal Bell, Howl, Hyper Voice, Metal Sound, Noble Roar, Overdrive, Parting Shot, Perish Song, Psychic Noise, Relic Song, Roar, Round, Screech, Shadow Panic, Sing, Snarl, Snore, Sparkling Aria, Supersonic, Torch Song, Uproar

Type Change Moves

Burn Up, Camouflage, Conversion, Conversion 2, Double Shock, Forest's Curse, Magic Powder, Reflect Type, Roost, Soak, Transform, Trick-or-Treat

Wind Moves

Gust, Whirlwind, Blizzard, Aeroblast, Icy Wind, Sandstorm, Twister, Heat Wave, Air Cutter, Tailwind, Hurricane, Petal Blizzard, Fairy Wind, Springtide Storm, Bleakwind Storm, Wildbolt Storm, Sandsear Storm

Chapter 5: Pokemon Items

There are a lot of items in Pokemon, and due to the limitation of holding 1 item at a time there can be some limitations on what a Pokemon can do. There are consumables, Damage increase, Mega Stones, etc.

In this game similar to some other table top systems, there are slots that allow multiple items to be on a character at a time. The slots that have been introduced are as follows, the Consumable slot, 2 power item slots, 2 enhancing slots, 1 scarf slot, 3 magical slots, 1 z crystal spot and 1 mega slot.

The Consumable slot is for berries mainly, but some items can be placed in this slot. There are some consumables that can be used outside of battle that can increase specific stats of the Pokemon. Additionally in generation 5 gems were introduced to the Pokemon games and can be placed here. For example an Oran berry in the Pokemon games heals the user by 20hp, in this game this item restores 1d8+1 HP. Gems increase the Die Rolled for the next Move of the type of the gem by 1.5 times more.

Power items are your core stat increasing items that can range from a +2 to a +6 depending on the stat the power items enhances. A Power Anklet increases the Speed Stat by 2-6, while a Power Band can increase Physical Defense from 2 to 6.

Enhancing items are type specific items that can increase the damage of particle types. For Example a charcoal increases the Die rolled for Fire moves by 1, while a Fighting Memory increases the Die of fighting Moves by 2.

Scarfs can increase the Skills of the Pokemon detonated by the color of the scarf. A Blue Scarf can increase all Special Attack Skills, such as Diplomacy, Investigation and Knowledge. While a Green Scarf can increase History, Insight and Perception Skills.

Magic Items are specific items that can increase specific stats or increase the damage of particular moves or types. Damp Rock increases Heavy Rain to always 8 turns. Or Binding Band increases the DMG of Bound Moves from ½ DoT to DoT.

Z Crystals were Powerful 1 times using Moves in Pokemon Sun and Moon. In this game Z crystals can be used a number of times equal to the user's proficiency modifier each day. Most Z crystals are tied to Moves, but a few are Pokemon and Move specific. For Example an Firium Z will change any Fire Moves to Inferno Overdrive, while Pikanium Z will change Volt Tackle to 10,000,000 VoltThunderbolt if a Pikachu.

In Pokemon Generation 6 Mega Stones were introduced which increased the Pokemon's stats by 10, and sometimes gave them new abilities. These Stones will not be Pokemon specific but instead will give the appropriate state increase to any Pokemon (With a visual change of their appearance depending on the Stone).

Consumable Berries

Oran Berry: Restore 1d8+1 HP. 10pc.

Agave Berry: Restore 2d8+2 HP. 40pc.

Figy Berry: Restore 3d8+3 HP. 80pc.

Iapapa Berry: Restore 4d8+4 HP. 120pc.

Mago Berry: Restore 5d8+5 HP. 160pc.

Wiki Berry: Restore 6d8+1 HP. 200pc.

Sitrus Berry: Restore 1/2HD+1 HP. 250pc.

Liechi Berry: Gain a 1 stage Boost to Physical Attack. 50pc.

Ganlon Berry: Gain a 1 stage Boost to Physical Defense. 50pc.

Petaya Berry: Gain a 1 stage Boost to Special Attack. 50pc.

Apicot Berry: Gain a 1 stage Boost to Special Defense. 50pc.

Salac Berry: Gain a 1 stage Boost to Speed. 50pc.

Micle Berry: Gain a 1 stage Boost to Accuracy. 50pc.

Lannsat Berry: Gain a 1 stage Boost to Critical Hit Threshold. 50pc.

Starf Berry: Gain a 2 stage Boost to a Random Stat. 200pc.

Jaboca Berry: When hit with a Physical Move the Target takes 2xDoT. 50pc.

Rowap Berry: When hit with a Special Move the Target takes 2xDoT. 50pc.

Pecha Berry: Cures the User of the Poison Status Condition. 50pc.

Rawst Berry: Cures the User of the Burn Status Condition. 50pc.

Aspear Berry: Cures the User of the Frostbite Status Condition. 50pc.

Cheri Berry: Cures the User of the Paralysis Status Condition. 50pc.

Chesto Berry: Cures the User of the Asleep Status Condition. 50pc.

Presim Berry: Cures the User of the Confusion Status Effect. 50pc.

Lum Berry: Cures the User of Any Status Condition (including Confusion). 250pc.

Pomeg Berry: Cures the User of the Poison Status Condition and heals DoT. 100pc.

Tamato Berry: Cures the User of the Burn Status Condition and heals DoT. 100pc.

Grepa Berry: Cures the User of the Frostbite Status Condition and heals DoT. 100pc.

Hondew Berry: Cures the User of the Paralysis Status Condition and heals DoT. 100pc.

Kelpsy Berry: Cures the User of the Asleep Status Condition and heals DoT. 100pc.

Qualot Berry: Cures the User of the Confusion Status Condition and heals DoT. 100pc.

Occa Berry: Take 50% Damage rounded down from the next Fire Move. 100pc.

Passho Berry: Take 50% Damage rounded down from the next Water Move. 100pc.

Rindo Berry: Take 50% Damage rounded down from the next Grass Move. 100pc.

Wacan Berry: Take 50% Damage rounded down from the next Electric Move. 100pc.

Payapa Berry: Take 50% Damage rounded down from the next Psychic Move. 100pc.

Chople Berry: Take 50% Damage rounded down from the next Fighting Move. 100pc.

Coba Berry: Take 50% Damage rounded down from the next Flying Move. 100pc.

Shuca Berry: Take 50% Damage rounded down from the next Ground Move. 100pc.

Charti Berry: Take 50% Damage rounded down from the next Rock Move. 100pc.

Kebia Berry: Take 50% Damage rounded down from the next Poison Move. 100pc.

Yache Berry: Take 50% Damage rounded down from the next Ice Move. 100pc.

Tanga Berry: Take 50% Damage rounded down from the next Bug Move. 100pc.

Kasib Berry: Take 50% Damage rounded down from the next Ghost Move. 100pc.

Haban Berry: Take 50% Damage rounded down from the next Dragon Move. 100pc.

Babiri Berry: Take 50% Damage rounded down from the next Steel Move. 100pc.

Colbur Berry: Take 50% Damage rounded down from the next Dark Move. 100pc.

Roseli Berry: Take 50% Damage rounded down from the next Fairy Move. 100pc.

Chilan Berry: Take 50% Damage rounded down from the next Normal Move. 100pc.

Enigma Berry: Heal 2xDoT after being hit with a Super Effective Move. 500pc.

Spelon Berry: Increase Acrobatics by Level/2 rounded down till next short or long rest. 150pc.

Nanab Berry: Increase Athletics by Level/2 rounded down till next short or long rest.150pc.

Belue Berry: Increase Diplomacy by Level/2 rounded down till next short or long rest.150pc.

Magost Berry: Increase Deception by Level/2 rounded down till next short or long rest.150pc.

Pamtre Berry: Increase History by Level/2 rounded down till next short or long rest.150pc.

Rabuta Berry: Increase Insight by Level/2 rounded down till next short or long rest.150pc.

Razz Berry: Increase Intimidation by Level/2 rounded down till next short or long rest.150pc.

Bluk Berry: Increase Investigation by Level/2 rounded down till next short or long rest.150pc.

Cornn Berry: Increase Knowledge by Level/2 rounded down till next short or long rest.150pc.

Nomel Berry: Increase Nature by Level/2 rounded down till next short or long rest.150pc.

Wepear Berry: Increase Perception by Level/2 rounded down till next short or long rest.150pc.

Watmel Berry: Increase Stealth by Level/2 rounded down till next short or long rest.150pc.

Pinap Berry: Increase Survival by Level/2 rounded down till next short or long rest.150pc.

Leppa Berry: Restore up to 5PP to a Singular Move. 150pc.

Durin Berry: Restore up to 5PP to all Moves. 500pc.

Heal Powder: Cures the User of a Status Condition, take a -1 Stat Drop to all Core Stats till a Long Rest. 150pc.

Energy Powder: Heals the User ½ their HD, take a -1 stat Drop to all Core Stats till a Long Rest. 150pc.

Energy Root: Heals the User their Full HD, take a -1 stat Drop to all Core Stats till a Long Rest. 250pc.

Revival Herb: The User revives from fainting and heals ½ their HD, taking a -1 stat Drop to all Core Stats till a Long Rest. 500pc.

Non Berry Consumables

Ability Capsule: Replace 1 Ability with an Ability that can be learned by the User. 2000pc.

Ability Patch: Replace 1 Ability with an Ability that cannot be learned by the User. 9000pc.

Adamant Mint: Change Nature to Adamant (PHA Up, SPA Down). 250pc.

Bashful Mint: Change Nature to Bashful (HTH Up, SPA Down). 250pc.

Bold Mint: Change Nature to Bold (PHD Up, PHA Down). 250pc.

Brave Mint: Change Nature to Brave (PHA Up, SPE Down). 250pc.

Calm Mint: Change Nature to Calm (SPD Up, PHA Down). 250pc.

Careful Mint: Change Nature to Careful (SPD Up, SPA Down). 250pc.

Docile Mint: Change Nature to Docile (HTH Up, PHD Down). 250pc.

Gentle Mint: Change Nature to Gentle (SPD Up, PHD Down). 250pc.

Hasty Mint: Change Nature to Hasty (SPE Up, PHD Down). 250pc.

Hardy Mint: Change Nature to Hardy (HTH Up, PHA Down). 250pc.

Impish Mint: Change Nature to Impish (PHD Up, SPA Down). 250pc.

Jolly Mint: Change Nature to Jolly (SPE Up, SPA Down). 250pc.

Lax Mint: Change Nature to Lax (PHD Up, SPD Down). 250pc.

Lonely Mint: Change Nature to Lonely (PHA Up, PHD Down). 250pc.

Mild Mint: Change Nature to Mild (SPA Up, PHD Down). 250pc.

Modest Mint: Change Nature to Modest (SPA Up, PHA Down). 250pc.

Naive Mint: Change Nature to Naive (SPE Up, SPD Down). 250pc.

Naughty Mint: Change Nature to Naughty (PHA Up, SPD Down). 250pc.

Neutral Mint: Change Nature to Neutral (Negate Stat Changes from Nature). 250pc.

Quiet Mint: Change Nature to Quiet (SPA Up, SPE Down). 250pc.

Quirky Mint: Change Nature to Quirky (HTH Up, SPD Down). 250pc.

Rash Mint: Change Nature to Rash (SPA Up, SPD Down). 250pc.

Relaxed Mint: Change Nature to Relaxed (PHD Up, SPE Down). 250pc.

Sassy Mint: Change Nature to Sassy (SPD Up, SPE Down). 250pc.

Serious Mint: Change Nature to Serious (HTH Up, SPE Down). 250pc.

Timid Mint: Change Nature to Timid (SPE Up, PHA Down). 250pc.

Calcium: Increase SPA permanently by 2 (Max 5 uses). 9000pc.

Carbos: Increase SPE permanently by 2 (Max 5 uses). 9000pc.

HP UP: Increase HTH permanently by 2 (Max 5 uses). 9000pc.

Iron: Increase PHD permanently by 2 (Max 5 uses). 9000pc.

Protein: Increase PHA permanently by 2 (Max 5 uses). 9000pc.

Zinc: Increase SPD permanently by 2 (Max 5 uses). 9000pc.

Genius Feather: Temporarily Increase SPA by 2 until Short or Long Rest. 1000pc.

Health Feather: Temporarily Increase HTH by 2 until Short or Long Rest. 1000pc.

Muscle Feather: Temporarily Increase PHA by 2 until Short or Long Rest. 1000pc.

Resist Feather: Temporarily Increase PHD by 2 until Short or Long Rest. 1000pc.

Swift Feather: Temporarily Increase SPE by 2 until Short or Long Rest. 1000pc.

Clever Feather: Temporarily Increase SPD by 2 until Short or Long Rest. 1000pc.

Pretty Feather: It's pretty. 100pc.

PP Max: Increase the PP of a Singular Move to the Maximum PP .2000pc.

PP UP: Increase the PP of a Singular Move by 1. 9000pc.

Rare Candy: Increase Level by 1. 50000pc.

Consumable Gems

Fire Gem: Add 1/2 the Die rounded down for the next Fire Move. 750pc.

Water Gem: Add 1/2 the Die rounded down for the next Water Move. 750pc.

Grass Gem: Add 1/2 the Die rounded down for the next Grass Move. 750pc.

Electric Gem: Add 1/2 the Die rounded down for the next Electric Move. 750pc.

Psychic Gem: Add 1/2 the Die rounded down for the next Psychic Move. 750pc.

Fighting Gem: Add 1/2 the Die rounded down for the next Fighting Move. 750pc.

Flying Gem: Add 1/2 the Die rounded down for the next Flying Move. 750pc.

Ground Gem: Add 1/2 the Die rounded down for the next Ground Move. 750pc.

Rock Gem: Add 1/2 the Die rounded down for the next Rock Move. 750pc.

Poison Gem: Add 1/2 the Die rounded down for the next Poison Move. 750pc.

Ice Gem: Add 1/2 the Die rounded down for the next Ice Move. 750pc.

Bug Gem: Add 1/2 the Die rounded down for the next Bug Move. 750pc.

Ghost Gem: Add 1/2 the Die rounded down for the next Ghost Move. 750pc.

Dragon Gem: Add 1/2 the Die rounded down for the next Dragon Move. 750pc.

Steel Gem: Add 1/2 the Die rounded down for the next Steel Move. 750pc.

Dark Gem: Add 1/2 the Die rounded down for the next Dark Move. 750pc.

Fairy Gem: Add 1/2 the Die rounded down for the next Fairy Move. 750pc.

Normal Gem: Add 1/2 the Die rounded down for the next Normal Move. 750pc.

Scarf Items

Blue Scarf +1: Increase SPA Skills by 1. 1000pc.

Green Scarf +1: Increase SPD Skills by 1. 1000pc.

Pink Scarf +1: Increase SPE Skills by 1. 1000pc.

Red Scarf +1: Increase PHA Skills by 1. 1000pc.

Yellow Scarf +1: Increase PHD Skills by 1. 1000pc.

Blue Scarf +2: Increase SPA Skills by 2. 2000pc.

Green Scarf +2: Increase SPD Skills by 2. 2000pc.

Pink Scarf +2: Increase SPE Skills by 2. 2000pc.

Red Scarf +2: Increase PHA Skills by 2. 2000pc.

Yellow Scarf +2: Increase PHD Skills by 2. 2000pc.

Blue Scarf +3: Increase SPA Skills by 3. 4000pc.

Green Scarf +3: Increase SPD Skills by 3. 4000pc.

Pink Scarf +3: Increase SPE Skills by 3. 4000pc.

Red Scarf +3: Increase PHA Skills by 3. 4000pc.

Yellow Scarf +3: Increase PHD Skills by 3. 4000pc.

Blue Scarf +4: Increase SPA Skills by 4. 9000pc.

Green Scarf +4: Increase SPD Skills by 4. 9000pc.

Pink Scarf +4: Increase SPE Skills by 4. 9000pc.

Red Scarf +4: Increase PHA Skills by 4. 9000pc.

Yellow Scarf +4: Increase PHD Skills by 4. 9000pc.

Power Items

Power Anklet +2: Increase Speed by 2. 2000pc.

Power Band +2: Increase Special Defense by 2. 2000pc.

Power Belt +2: Increase Physical Defense by 2. 2000pc.

Power Bracer +2: Increase Physical Attack by 2. 2000pc.

Power Lens +2: Increase Special Attack by 2. 2000pc.

Power Weight +2: Increase Health by 2. 2000pc.

Power Anklet +4: Increase Speed by 4. 4000pc.

Power Band +4: Increase Special Defense by 4. 4000pc.

Power Belt +4: Increase Physical Defense by 4. 4000pc.

Power Bracer +4: Increase Physical Attack by 4. 4000pc.

Power Lens +4: Increase Special Attack by 4. 4000pc.

Power Weight +4: Increase Health by 4. 4000pc.

Power Anklet +6: Increase Speed by 6. 6000pc.

Power Band +6: Increase Special Defense by 6. 6000pc.

Power Belt +6: Increase Physical Defense by 6. 6000pc.

Power Bracer +6: Increase Physical Attack by 6. 6000pc.

Power Lens +6: Increase Special Attack by 6. 6000pc.

Power Weight +6: Increase Health by 6. 6000pc.

Type Enhancing Items

Charcoal: Increase the Die rolled for Fire Moves by 1. 1000pc.

Mystic Water: Increase the Die rolled for Water Moves by 1. 1000pc

Miracle Seed: Increase the Die rolled for Grass Moves by 1. 1000pc

Magnet: Increase the Die rolled for Electric Moves by 1. 1000pc

Twisted Spoon: Increase the Die rolled for Psychic Moves by 1. 1000pc

Black Belt: Increase the Die rolled for Fighting Moves by 1. 1000pc

Sharp Beak: Increase the Die rolled for Flying Moves by 1. 1000pc

Soft Sand: Increase the Die rolled for Ground Moves by 1. 1000pc

Hard Stone: Increase the Die rolled for Rock Moves by 1. 1000pc

Poison Barb: Increase the Die rolled for Poison Moves by 1. 1000pc

Never-Melt-Ice: Increase the Die rolled for Ice Moves by 1. 1000pc

Silver Powder: Increase the Die rolled for Bug Moves by 1. 1000pc

Spell Tag: Increase the Die rolled for Ghost Moves by 1. 1000pc

Dragon Fang: Increase the Die rolled for Dragon Moves by 1. 1000pc

Metal Coat: Increase the Die rolled for Steel Moves by 1. 1000pc

Black Glasses: Increase the Die rolled for Dark Moves by 1. 1000pc

Fairy Feather: Increase the Die rolled for Fairy Moves by 1. 1000pc

Silk Scarf: Increase the Die rolled for Normal Moves by 1. 1000pc

Fire Memory: Increase the Die rolled for Fire Moves by 2. 4000pc

Water Memory: Increase the Die rolled for Water Moves by 2. 4000pc

Grass Memory: Increase the Die rolled for Grass Moves by 2. 4000pc

Electric Memory: Increase the Die rolled for Electric Moves by 2. 4000pc

Psychic Memory: Increase the Die rolled for Psychic Moves by 2. 4000pc

Fighting Memory: Increase the Die rolled for Fighting Moves by 2. 4000pc

Flying Memory: Increase the Die rolled for Flying Moves by 2. 4000pc

Ground Memory: Increase the Die rolled for Ground Moves by 2. 4000pc

Rock Memory: Increase the Die rolled for Rock Moves by 2. 4000pc

Poison Memory: Increase the Die rolled for Poison Moves by 2. 4000pc

Ice Memory: Increase the Die rolled for Ice Moves by 2. 4000pc

Bug Memory: Increase the Die rolled for Bug Moves by 2. 4000pc

Ghost Memory: Increase the Die rolled for Ghost Moves by 2. 4000pc

Dragon Memory: Increase the Die rolled for Dragon Moves by 2. 4000pc

Steel Memory: Increase the Die rolled for Steel Moves by 2. 4000pc

Dark Memory: Increase the Die rolled for Dark Moves by 2. 4000pc

Fairy Memory: Increase the Die rolled for Fairy Moves by 2. 4000pc

Normal Memory: Increase the Die rolled for Normal Moves by 2. 4000pc

Flame Plate: Increase the Die rolled for Fire Moves by 4. 9000pc

Splash Plate: Increase the Die rolled for Water Moves by 4. 9000pc

Meadow Plate: Increase the Die rolled for Grass Moves by 4. 9000pc

Zap Plate: Increase the Die rolled for Electric Moves by 4. 9000pc

Mind Plate: Increase the Die rolled for Psychic Moves by 4. 9000pc

Fist Plate: Increase the Die rolled for Fighting Moves by 4. 9000pc

Sky Plate: Increase the Die rolled for Flying Moves by 4. 9000pc

Earth Plate: Increase the Die rolled for Ground Moves by 4. 9000pc

Stone Plate: Increase the Die rolled for Rock Moves by 4. 9000pc

Toxic Plate: Increase the Die rolled for Poison Moves by 4. 9000pc

Icicle Plate: Increase the Die rolled for Ice Moves by 4. 9000pc

Insect Plate: Increase the Die rolled for Bug Moves by 4. 9000pc

Spooky Plate: Increase the Die rolled for Ghost Moves by 4. 9000pc

Draco Plate: Increase the Die rolled for Dragon Moves by 4. 9000pc

Iron Plate: Increase the Die rolled for Steel Moves by 4. 9000pc

Dread Plate: Increase the Die rolled for Dark Moves by 4. 9000pc

Pixie Plate: Increase the Die rolled for Fairy Moves by 4. 9000pc

Blank Plate: Increase the Die rolled for Normal Moves by 4. 9000pc

Magical Items

Ability Shield: Gain Advantage on Saving Throws against Ability Changes. Increase Ability Changing Saving Throws by 2. 1000pc.

Adamant Crystal: Increase the Die Rolled for Dragon and Steel Moves by 1 (3 if Dialga). 9000pc.

Adamant Orb: Increase the Die Rolled for Dragon and Steel Moves by 1 (3 if Dialga). 9000pc.

Assault Vest: Decrease the Die Rolled from Incoming SPA Moves by 5, but can no longer use Status Moves. 9000pc.

Big Root: Draining Moves now heal for the full Damage. Double DoT Healing. 4000pc.

Binding Band: Increase the DoT of Moves to 2x DoT. 4000pc.

Black Sludge: Heal DoT Per Round if Poison Type, Take DoT if not. 4000pc.

Bright Powder: Gain Advantage on Saving Throws against Evasiveness. Increase Evasiveness by 2. 2000pc.

Choice Band: Increase the Die Rolled for Physical Moves by 5, But you are Encored until PP is depleted. 9000pc.

Choice Scarf: Gain Advantage on Initiative, Double Proficiency, But you are Encored until PP is depleted. 9000pc.

Choice Specs: Increase the Die Rolled for Special Moves by 5, But you are Encored until PP is depleted. 9000pc.

Cleanse Tag: Gain Advantage on Saving Throws against Can't Flee. Increase Can't Flee Saves by 2. 4000pc.

Clear Amulet: Gain Advantage on Saving Throws against Stat Drops . Increase Stat Drop Saving Throws by 2. 4000pc.

Covert Cloak: Gain Advantage on Saving Throws against Secondary Effects. Increase Secondary Effect Saving Throws by 2. 4000pc.

Damp Rock: Heavy Rain increases to 8 Rounds. 2000pc.

Deep Sea Scale: Decrease the Die rolled for incoming Special Attack Moves by 1 (3 Clampearl). 4000pc.

Deep Sea Tooth: Increase the Die rolled for outgoing Special Attack Moves by 1 (3 Clampearl). 4000pc.

Destiny Knot: Pokemon that make contact with you must make an Infatuation Check against your Physical Save. The User's other Infatuation Saves are Given at Disadvantage. 4000pc.

Eviolite: Decreasing Incoming Damage Moves by 3 Rolls, if you can still evolve. 9000pc.

Expert Belt: Increase the Die Rolled for Super Effective Moves by 3. 4000pc.

Flame Orb: The holder gains the burn Condition. 1000pc.

Focus Band: If the user were to faint, stay alive at 1HP, repeated Use increases the DC by 2, using the Attacks DC for the Specific Move. 4000pc.

Full Incense: Autofail Initiative, Priority Moves have disadvantage against the user. The user's initiative order cannot change except through trick room. (Immune to Priority Moves if Snorlax). 2000pc.

Grip Claw: Increase the duration of BIND Moves to a 1d6+1, Bind Saves are given at Disadvantage. 1000pc.

Griseious Core: Increase the Die rolled for Dragon and Ghost Moves by 1 (3 if Giratina). 9000pc.

Griseious Orb: Increase the Die rolled for Dragon and Ghost Moves by 1 (3 if Giratina). 9000pc.

Heat Rock: Harsh Sunlight increases to 8 Rounds. 2000pc.

Heavy Duty Boots: The user ignores Hazards. 4000pc.

Icy Rock: Snowstorm increases to 8 Rounds. 2000pc.

King's Rock: All Special Moves gain a respective Flinch Save, Moves already with Flinch give their Saving Throws at Disadvantage. 9000pc.

Lax Incense: Gain Advantage on Saving Throws against Evasiveness. Increase Evasiveness by 2. (Decrease Die Rolled by 2 if Wobuffet). 4000pc.

Leek: Increase Critical Hit Threshold by 1 (3 if a Farfetch'd). 2000pc.

Leftovers: Heal DoT Per Round. 4000pc.

Life Orb: Increase the Damage Die of Damaging Moves, Take Recoil equal to DoT. 4000pc.

Light Ball: Increase the Die Rolled for Moves by 1, (4 if a Pikachu). 2000pc.

Light Clay: Increase Light Screen and Reflect status to 8 turns from 5 turns. 4000pc.

Loaded Dice: Multi Strike and Multi-Attack Moves now have Advantage. 2000pc.

Lucky Punch: Increase Critical Hit Threshold by 1 (3 if Chansey). 2000pc.

Lustrous Globe: Increase the Dice rolled for Dragon and Water Moves by 1 (3 If Palkia). 9000pc.

Lustrous Orb: Increase the Dice rolled for Dragon and Water Moves by 1 (3 if Palkia). 9000pc.

Metal Powder: Decrease incoming Physical Damage by 1 Die (3 if a Ditto). 2000pc.

Metronome: Repeated use of moves Increase the Dice Rolled by 1, reset on miss or change move. 2000pc.

Muscle Band: Increase the Dice rolled for Physical Moves by 2. 2000pc.

Odd Incense: Increase the Dice rolled for Psychic moves by 1(3 if Mr. Mime). 1000pc.

Protective Pads: The user ignores contact with the target and gains advantage on Contact Saves from Abilities, if there is no Save there is now a Physical Save. 4000pc.

Punching Gloves: Increase the die rolled for Punch Moves by 2, gain a +2 against Contact Saves. 4000pc.

Quick Claw: At the beginning of the round roll a 1d10. If a 9 or 10 is rolled, the user goes first. 1000pc.

Quick Powder: Gain advantage on Initiative. Increase Initiative by 4 (8 if Ditto). Gain Advantage on Speed Drop Saves. 2000pc.

Razor Claw: Increase Critical hit threshold by 1 (3 if Weavile). 2000pc.

Razor Fang: All Special Moves gain a respective Flinch Save, Moves already with Flinch give their Saving Throws at Disadvantage. (All Flinch Saves are at Disadvantage if Gliscor).

Ring Target: Holder ignore's immunities. 1000pc.

Rock Incense: Increase the Dice rolled for Rock Move by 1 (3 if Sudowoodo). 1000pc.

Rocky Helmet: The Target takes DoT damage back after making contact with the user. 9000pc.

Rose Incense: Increase the Dice rolled for Grass moves by 1 (3 if Roserade). 1000pc.

Safety Goggles: Ignore DoT from Weather Effects, as well as increase Saves by 2 on Spore and Powder moves and gain Advantage on them. 4000pc.

Scope Lens: Increase the Critical hit threshold by 1. 2000pc.

Sea Incense: Increase the Dice rolled for Water Moves by 1 (3 if Azumarill). 1000pc.

Shed Shell: Increase the Saving throw on Can't Flee Moves and Abilities by 2, and gain Advantage on them. 1000pc.

Shell Bell: Restore DoT when dealing Direct Damage. 2000pc.

Smooth Rock: Sandstorm increases to 8 Rounds. 2000pc.

Soul Dew: Increase the Dice rolled for Psychic and Dragon Moves by 1 (3 if Latias or Latios). 9000pc.

Sticky Barb: The holder takes damage equal to 1/2 DoT damage per round it stays. This item is passed through contact. 1000pc.

Terrain Extender: Increase Terrains to 8 Rounds. 2000pc.

Thick Club: Increase the Dice rolled for Physical Moves by 1 (3 if a Cubone or Marowak). 2000pc.

Toxic Orb: Become Poisoned. 1000pc.

Utility Umbrella: Protects the user from the Effects of Heavy Rainfall and Harsh Sunlight. 2000pc.

Wave Incense: Increase the Die rolled for Water Moves by 1 (3 if Manaphy). 1000pc.

Wide Lens: Increase Accuracy of moves by 2, Gain Advantage on Accuracy Checks. 4000pc.

Wise Classes: Increase the Die rolled for Special Moves by 2. 2000pc.

Zoom Lens: Increase Accuracy of Moves by 4 if Target Moved before you this turn, and gain Advantage on this Moves. 2000pc.

Magical Consumable Items

Absorb Bulb: Increase Special Attack by 1 stage after being hit with a Water Move. 250pc.

Air Balloon: Gain Immunity to Hazards and Ground Moves until hit. 500pc.

Berserk Gene: Increase Physical Attack by 2 stages, Confusion Save. 250pc.

Blunder Policy: After Missing, Increase Speed stat by 2. 500pc.

Cell Battery: Increase Physical Attack by 1 stage after being hit with an Electric Move. 250pc.

Eject Button: After taking damage from a direct move, move freely up to your movement away from the target as an Immediate Action. 500pc.

Electric Seed: Increase the Defense stat by 1 stage in Electric Terrain. 250pc.

Focus Slash: If the user were to faint, stay alive at 1HP. 500pc.

Grassy Seed: Increase the Defense stat by 1 stage in Grassy Terrain. 250pc.

Luminous Moss: Increase Special Defense Stat by 1 after being hit with a Water Move. 250pc.

Mental Herb: If the user becomes Infatuated, Disabled, Taunted, Encored, or Tormentented, ignore that status. 500pc.

Mirror Herb: Copy a Target's Stat Increase as they gain the boost. 500pc.

Misty Seed: Increase the Special Defense Stat by 1 stage in Misty Terrain. 250pc.

Power Herb: Automatically recharge a RECHARGE Move. 500pc.

Psychic Seed: Increase The Special Defense State by 1 stage in Psychic Terrain. 250pc.

Red Card: After taking damage from a direct move, move freely up to your movement away from the target as an Immediate Action. 500pc.

Room Service: Consumed through the trick room, goes first in initiative. 250pc.

Smoke Ball: Enables a user to Stealth in the middle of battle with a +10, and Advantage on their Next Attack. 500pc.

Snowball: Increase Attack by 1 stage after being hit with an Ice Move. 250pc.

Throat Spray: Use a Sound Based move, increase Special Attack by 1 stage, recover from throat chop. 250pc.

Weakness Policy: After Taking damage from a Super Effective Move, increase Physical Attack and Special Attack by 3 stages. 500pc.

White Herb: Ignore the next stat reduction. 250pc.

Z-Crystals

Firium Z: The next Fire Move used becomes Inferno Overdrive. 12000pc.

Waterium Z: The next Water Moves used becomes Hydro Vortex. 12000pc.

Grassium Z: The next Grass Move used becomes Bloom Doom. 12000pc.

Electrium Z: The next Electric move used becomes Gigavolt Havox. 12000pc.

Psychium Z: The next Psychic Move used becomes Shattered Psyche. 12000pc.

Fightinium Z: The next Fighting Move used becomes All-Out Pummeling. 12000pc.

Flyinium Z: The Next Flying Move used becomes Supersonic Skystrike. 12000pc.

Groundium Z: The next Ground Move used becomes Tectonic Rage. 12000pc.

Rockium Z: The next Rock Move used becomes Continental Crush. 12000pc.

Poisonium Z: The next Poison Move used becomes Acid Downpour. 12000pc.

Icium Z: The next Ice Move used becomes Subzero Slammer. 12000pc.

Buginium Z: The next Bug move used becomes Savage Spinout 12000pc.

Ghostium Z: The next Ghost Move used becomes Never-Ending Nightmare. 12000pc.

Dragonium Z: The next Dragon move used becomes Devastating Drake. 12000pc.

Steelium Z: The next Steel move used becomes Corkscrew Crash. 12000pc.

Darkinium Z: The next Dark move used becomes Blackhole Eclipse. 12000pc.

Fairium Z: The next Fairy Move used becomes Twinkle Star. 12000pc.

Normalium Z: The next Normal Move used becomes Breakneck Blitz. 12000pc.

Alolaraichium Z: Gain access to changing Thunderbolt to Stoked Sparksurfer. 12000pc.

Decidium Z: Gain access to changing Spirit Shackle to Sinister Arrow Raid. 12000pc.

Eevium Z: Gain access to changing Last Resort into Extreme Evoboost. 12000pc.

Incinium Z: Gain access to changing Darkest Lariat to Malicious Moonsault. 12000pc.

Kommonium Z: Gain access to changing Clanging Scales to Clangorous Soulblaze. 12000pc.

Lunalium Z: Gain Access to Changing Moongeist Beam into Menacing Moonraze Maelstrom. 12000pc.

Lycanium Z: Gain access to Changing Stone Edge into Splintered Stormshards. 12000pc.

Marshadium Z: Gain access to changing Spectral Thief into Soul-Stealing 7-Star Strike. 12000pc.

Mewnium Z: Gain access to changing Psychic into Genesis Supernova. 12000pc.

Mimikium Z: Gain access to changing Play Rough to Let's Snuggle Forever. 12000pc.

Pikanium Z: Gain access to changing Volt Tackle into Catastropika. 12000pc.

Pikashunium Z: Gain access to changing Thunderbolt into 10,000,000 Volt Thunderbolt. 12000pc.

Primarium Z: Gain access to changing Sparkling Aria into Oceanic Operetta. 12000pc.

Snorlium Z: Gain access to changing Giga Impact to Pulverizing Pancake. 12000pc.

Solganium Z: Gain access to changing Sunsteel Strike into Searing Sunraze Smash. 12000pc.

Tapunium Z: Gain access to changing Nature's Madness into Guardian of Alola. 12000pc.

Ultranecrozium Z: Gain Access to changing Photon Geyser into Light that Burns the Sky. 12000pc.

Mega Stones

Gengarite: Shadow Tag
PHA: 0 PHD: 2
SPA: 4 SPD: 2
SPE: 2 15000pc

Gardevoirite: Pixilate
PHA: 2 PHD: 0
SPA: 4 SPD: 2
SPE: 2

Ampharosite: Mold Breaker
PHA: 2 PHD: 2
SPA: 5 SPD: 2
SPE: -1 15000pc

Venusaurite: Thick Fat
PHA: 2 PHD: 4
SPA: 2 SPD: 2
SPE: 0 15000pc

Charizardite X: Tough Claws
PHA: 5 PHD: 3
SPA: 2 SPD: 0
SPE: 0 15000pc

Charizardite Y: Drought
PHA:0 PHD: 2
SPA: 5 SPD: 3
SPE: 0 15000pc

Blastoisinite: Mega Launcher
PHA: 2 PHD: 2
SPA: 5 SPD: 1
SPE: 0 15000pc

Mewtwo X: Steadfast
PHA: 8 PHD: 1
SPA: 0 SPD: 1
SPE: 0

Mewtwo Y: Insomnia
PHA: 4 PHD: -2
SPA: 4 SPD: 3
SPE: 1 15000pc

Blazikenite: Speed Boost
PHA: 4 PHD: 1
SPA: 2 SPD: 1
SPE: 2 15000pc

Medichamite: Pure Power
PHA: 4 PHD: 1
SPA: 2 SPD: 1
SPE: 2 15000pc

Houndoomite: Solar Power
PHA: 0 PHD: 4
SPA: 3 SPD: 1
SPE: 2 15000pc

Aggronite: Filter
PHA: 3 PHD: 5
SPA: 0 SPD: 2
SPE: 0 15000pc

Banettite: Prankster
PHA: 5 PHD: 1
SPA: 1 SPD: 2
SPE: 1 15000pc

Tyranitarite: Sandstream
PHA: 3 PHD: 4
SPA: 0 SPD: 2
SPE: 1 15000pc

Scizorite: Technician
PHA: 2 PHD: 4
SPA: 1 SPD: 2
SPE: 1 15000pc

Pinsirite: Aerilate

PHA: 3 PHD: 2
SPA: 1 SPD: 2
SPE: 2 15000pc

Aerodactylite: Tough Claws

PHA: 3 PHD: 2
SPA: 1 SPD: 2
SPE: 2 15000pc

Lucarionite: Adaptability

PHA: 3 PHD: 2
SPA: 3 SPD: 0
SPE: 2 15000pc

Abomasite: Snow Warning

PHA: 4 PHD: 3
SPA: 4 SPD: 2
SPE: -3 15000pc

Kangaskhanite: Parental Bond

PHA: 3 PHD: 2
SPA: 2 SPD: 2
SPE: 1 15000pc

Gyaradosite: Mold Breaker

PHA: 3 PHD: 3
SPA: 1 SPD: 3
SPE: 0 15000pc

Absolite: Magic Bounce

PHA: 2 PHD: 0
SPA: 4 SPD: 0
SPE: 4 15000pc

Alakazite: Trace

PHA: 0 PHD: 2
SPA: 5 SPD: 3
SPE: 0 15000pc

Heracronite: Skill Link

PHA: 6 PHD: 4
SPA: 0 SPD: 1
SPE: -1 15000pc

Mawilite: Huge Power

PHA: 2 PHD: 4
SPA: 0 SPD: 4
SPE: 0 15000pc

Manectite: Intimidate

PHA: 0 PHD: 2
SPA: 3 SPD: 2
SPE: 3 15000pc

Garchompite: Sand Force

PHA: 4 PHD: 2
SPA: 4 SPD: 1
SPE: -1 15000pc

Latiasite: Levitate

PHA: 2 PHD: 3
SPA: 3 SPD: 2
SPE: 0 15000pc

Latiosite: Levitate

PHA: 4 PHD: 2
SPA: 3 SPD: 1
SPE: 0 15000pc

Swampertite: Swift Swim

PHA: 4 PHD: 2
SPA: 1 SPD: 2
SPE: 1 15000pc

Sceptilite: Lightning Rod

PHA: 3 PHD: 1
SPA: 4 SPD: 0
SPE: 2 15000pc

Sablenite: Magic Bounce

PHA: 1 PHD: 5
SPA: 2 SPD: 5
SPE: -3 15000pc

Altarianite: Pixilate

PHA: 4 PHD: 2
SPA: 4 SPD: 0
SPE: 0 15000pc

Galladite: Inner Focus

PHA: 4 PHD: 3
SPA: 0 SPD: 0
SPE: 3 15000pc

Audinite: Healer

PHA: 0 PHD: 4
SPA: 2 SPD: 4
SPE: 0 15000pc

Metagrossite: Tough Claws

PHA: 1 PHD: 2
SPA: 1 SPD: 2
SPE: 4 15000pc

Sharpedonite: Strong Jaw

PHA: 2 PHD: 3
SPA: 2 SPD: 2
SPE: 1 15000pc

Slowbronite: Shell Armor

PHA: 0 PHD: 7
SPA: 3 SPD: 0
SPE: 0 15000pc

Steelixite: Sand Force

PHA: 4 PHD: 3
SPA: 0 SPD: 3
SPE: 0 15000pc

Pidgeoite: No Guard

PHA: 0 PHD: 1
SPA: 6 SPD: 1
SPE: 2 15000pc

Glalitite: Refrigerate

PHA: 4 PHD: 0
SPA: 4 SPD: 0
SPE: 2 15000pc

Diancite: Magic Bounce

PHA: 6 PHD: -4
SPA: 6 SPD: -4
SPE: 6 15000pc

Cameruptite: Sheer Force

PHA: 2 PHD: 3
SPA: 4 SPD: 3
SPE: -2 15000pc

Lopunnite: Limber

PHA: 6 PHD: 1
SPA: 0 SPD: 0
SPE: 2 15000pc

Salamencite: Aerilate

PHA: 1 PHD: 5
SPA: 1 SPD: 1
SPE: 2 15000pc

Beedrillite: Adaptability

PHA: 6 PHD: 0
SPA: -3 SPD: 0
SPE: 7 15000pc

Red Orb: Desolate Land

PHA: 3 PHD: 2
SPA: 5 SPD: 0
SPE: 0 15000pc

Blue Orb: Primordial Sea

PHA: 5	PHD: 0
SPA: 3	SPD: 2
SPE: 0	15000pc

Clefablite: Magic Guard

PHA: 1	PHD: 2
SPA: 4	SPD: 2
SPE: 1	15000pc

Victreebelite: Chlorophyll

PHA: 2	PHD: 2
SPA: 4	SPD: 2
SPE: 0	15000pc

Starminite: Natural Cure

PHA: 6	PHD: 1
SPA: 2	SPD: 1
SPE: 0	15000pc

Dragoninite: Multiscale

PHA: -1	PHD: 2
SPA: 5	SPD: 2
SPE: 2	15000pc

Meganiumite: Leaf Guard

PHA: 1	PHD: 2
SPA: 6	SPD: 1
SPE: 0	15000pc

Feraligite: Sheer Force

PHA: 6	PHD: 2
SPA: 1	SPD: 1
SPE: 0	15000pc

Skarmorite: Weak Armor

PHA: 6	PHD: -3
SPA: 0	SPD: 3
SPE: 4	15000pc

Frosslassite: Cursed Body

PHA: 0	PHD: 0
SPA: 6	SPD: 3
SPE: 1	15000pc

Emboarite: Reckless

PHA: 3	PHD: 1
SPA: 1	SPD: 4
SPE: 1	15000pc

Exadrite: Mold Breaker

PHA: 3	PHD: 4
SPA: 1	SPD: 0
SPE: 2	15000pc

Scolipite: Speed Boost

PHA: 4	PHD: 6
SPA: 2	SPD: 3
SPE: -5	15000pc

Scraftinite: Moxie

PHA: 4	PHD: 2
SPA: 1	SPD: 2
SPE: 1	15000pc

Elektrossite: Levitate

PHA: 3	PHD: 0
SPA: 3	SPD: 1
SPE: 3	15000pc

Chandelurite: Infiltrator

PHA: 2	PHD: 2
SPA: 3	SPD: 2
SPE: 1	15000pc

Chesnaughtite: Bulletproof

PHA: 3	PHD: 5
SPA: 0	SPD: 4
SPE: -2	15000pc

Delphoxite: Magician
PHA: 0 PHD: 0
SPA: 4 SPD: 3
SPE: 3 15000pc

Greninjite: Protean
PHA: 3 PHD: 1
SPA: 3 SPD: 1
SPE: 2 15000pc

Pyroarite: Moxie
PHA: 2 PHD: 2
SPA: 2 SPD: 2
SPE: 2 15000pc

Floettite: Flower Veil
PHA: 2 PHD: 2
SPA: 3 SPD: 2
SPE: 1 15000pc

Malamarite: Contrary
PHA: 1 PHD: 0
SPA: 3 SPD: 4
SPE: 2 15000pc

Barbarcite: Tough Claws
PHA: 3 PHD: 2
SPA: 1 SPD: 2
SPE: 2 15000pc

Dragalgite: Adaptability
PHA: 1 PHD: 2
SPA: 3 SPD: 4
SPE: 0 15000pc

Hawluchanite: Mold Breaker
PHA: 4 PHD: 3
SPA: 0 SPD: 3
SPE: 0 15000pc

Zygardite: Power Construct
PHA: -1 PHD: -1
SPA: 11 SPD: -1
SPE: 2 15000pc

Drampanite: Berserk
PHA: 2 PHD: 3
SPA: 3 SPD: 2
SPE: 0 15000pc

Falinksite: Defiant
PHA: 4 PHD: 4
SPA: 0 SPD: 0
SPE: 2 15000pc

Raichunite X: Surge Surfer
PHA: 5 PHD: 4
SPA: 0 SPD: 1
SPE: 0 15000pc

Raichunite Y: Surge Surfer
PHA: 1 PHD: 0
SPA: 7 SPD: 0
SPE: 2 15000pc

Chimechite: Levitate
PHA: 0 PHD: 3
SPA: 4 SPD: 3
SPE: 0 15000pc

Absolite Z: Magic Bounce
PHA: 2 PHD: 0
SPA: 0 SPD: 0
SPE: 8 15000pc

Staraptite: Reckless
PHA: 2 PHD: 3
SPA: 1 SPD: 3
SPE: 1 15000pc

Garchompite Z: Sand Force

PHA: 0 PHD: -1
SPA: 6 SPD: 1
SPE: 4 15000pc

Lucarionite Z: Adaptability

PHA: 0 PHD: 0
SPA: 4 SPD: 0
SPE: 6 15000pc

Heatranite: Flame Body

PHA: 3 PHD: 0
SPA: 4 SPD: 4
SPE: -1 15000pc

Darkranite: Bad Dreams

PHA: 3 PHD: 4
SPA: 3 SPD: 4
SPE: -4 15000pc

Golurkite: No Guard

PHA: 3 PHD: 2
SPA: 2 SPD: 3
SPE: 0 15000pc

Meowsticite: Prankster

PHA: 0 PHD: 0
SPA: 6 SPD: 2
SPE: 2 15000pc

Crabominite: Iron Fist

PHA: 2 PHD: 5
SPA: 0 SPD: 4
SPE: -1 15000pc

Golsopite: Tactical Retreat

PHA: 3 PHD: 3
SPA: 1 SPD: 3
SPE: 0 15000pc

Magearnite: Soul-Heart

PHA: 3 PHD: 0
SPA: 4 SPD: 0
SPE: 3

Zeraorite: Volt Absorb

PHA: 5 PHD: 0
SPA: 4 SPD: 0
SPE: 1 15000pc

Scovillainite: Moody

PHA: 3 PHD: 2
SPA: 3 SPD: 2
SPE: 0 15000pc

Glimmoranite: Cursed Body

PHA: 3 PHD: 2
SPA: 2 SPD: 1
SPE: 2 15000pc

Tatsugirinite: Storm Drain

PHA: 1 PHD: 3
SPA: 2 SPD: 3
SPE: 1 15000pc

Baxcalibrite: Thermal Exchange

PHA: 3 PHD: 3
SPA: 3 SPD: 1
SPE: 0 15000pc

Chapter 6: Adventuring

Delving into spiraling mountains to save lost Pokemon, to slipping through back alleys of a spiraling city landscape, to a large overgrown jungle, these are the places that Mystery Dungeon adventures are made of. Your character in the game might explore forgotten ruins, and uncharted lands, uncover dark secrets and sinister plots, and slay foul Pokemon. And if all goes well, your character will survive to claim rish rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures.

Whenever adventures are exploring a dusty dungeon or the complex relationships of a royal court, the game follows a natural rhythm, as outlined in the book's introduction:

1. The PM describes the environment.
2. The players describe what they want to do.
3. The PM narrates the results of their actions.

Typically the PM uses a map as an outline of the adventure, tracking the characters' progress as they explore dungeon corridors or wilderness regions. The PM's notes, including a key to the map, describe what the adventures find as they enter each new area. Sometimes, the passage of time and adventurers' actions determine what happens, so the PM might use a timeline or a flowchart to track their progress instead of a map.

Time

In situations where keeping track of the passage of time is important, the PM determines the time a task requires. The PM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurer' movement happens on a scale of minutes. It takes them about a minute to creep down along the hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys the scale of days works best. Following the road laid at their feet, the adventurers spend four uneventful days before an ambush interrupts their journey.

In combat and other face-paced situations, the game relies on rounds, a 6 second span of time described in chapter 7.

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope, all sorts of movement play a key role in Mystery Dungeon adventures.

The PM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening on the third day." Even in a dungeon, particularly a large dungeon or cave network, the PM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel space of the creatures moving and the terrain they're moving over.

Speed

Every character has a speed, which is the distance in feet that the character can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Page

While traveling, a group of adventures can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around to search an area more carefully (see the "Activity While Traveling" selection late in this chapter for more information).

Forced March. The travel Pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover this distance shown in the Hour column for their pace, and each character must make a Health Saving Throw at the end of the hour. On a failed saving throw, a character suffers one level of exhaustion.

Travel Pace

	Distance Traveled per…		
Pace	**Minute**	**Hour**	**Day**
Fast	400 feet	4 mi	30mi
Normal	300 feet	3 mi	24mi
Slow	200 feet	2 mi	18 mi

Difficult Terrain

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble filled

ruins, steep mountains, and ice covered ground - all considered difficult terrain.

You move at half speed in difficult terrain, moving 1 foot in difficult terrain costs 2 feet of speed, so you can cover only half the normal distance in a minute, an hour, or a day.

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim or jump to get where they need to go.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a Pokemon has a climbing (Rock Climb) or swimming speed (Surf). At the PM's option, climbing a slippery vertical Physical Attack (Athletics) check. Similarly gaining any distance in rough water might require a successful Physical Attack (Athletics) check.

Jumping

Your Speed determines how far you can jump.

Long Jump. When you make a long jump, you cover a jumper of feet up to your Speed Score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or a chasm. At your PM's option, you must succeed on a DC 10 Speed (Acrobatics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC Speed (Acrobatics) check to land on your feet, otherwise, you land prone.

High jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Speed modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half the distance. Either way, each food you clear on the jump costs a foot of movement. In some circumstances, your PM might allow you to make a Speed (Acrobatics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

Activity While Traveling

When adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

Marching Order

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

Fewer Than Three Ranks. If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank it's considered a front rank.

Stealth

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other Pokemon they encounter.

Noticing Threats

Use the passive Special Defense (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The PM might decide that a threat can be noticed only by characters in particular rank. For example, as the characters are exploring a maze of tunnels, the PM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Special Defense (Perception) scores to notice hidden threats.

Encountering Creatures. If the PM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the PM determines whether the adventurers or their foes might be surprised when combat erupts. See Chapter 7 for more about surprise.

Other Activities

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters do not contribute their passive Special Defense (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the PM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Special Defense (Survival) check when the PM calls for it.

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making Physical Defense (Survival) check when the PM calls for it.

Forage. The character can keep an eye out for ready sources of food and water, making a Physical Defense (Survival) check when the PM calls for it.

The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Falling

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 typeless damage for every 10 feet it falls, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the PM that his or her character is doing something, such as moving a lever, and the PM describes what, if anything happens.

For example, a character might decide to pull a lever, which might, in turn, raise a Pokemon, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the PM might call for a Physical Attack check to see whether the character can wrench the lever into place. The PM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their Physical and Special Moves. Objects are immune to Status Conditions, but otherwise they can be affected by their Moves much like other Pokemon can. The PM determines an object's Evasiveness and hit points, and might decide that certain objects have resistances or immunity to certain kinds of attacks. Objects always fail saving throws from Damaging Moves, and they are immune to effects from Status Moves. When an object hits 0 hit points, it breaks.

A Pokemon can also attempt a Physical Attack check to break an object. The PM sets the DC for any such check.

Social Interaction

Exploring dungeons, overcoming obstacles, and slaying monsters are key parts of Mystery Dungeon adventures. No less important, though, are the social

interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess to some malfeasance, or you might try to flatter a King so that it will spare your life. The PM assumes the roles of any characters who are participating in the interaction that do not belong to another player at the table. Any such character is called a nonplayer character (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent or hostile. Friendly NPC's are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

Descriptive Approach to Roleplaying

With this approach, you describe your character's words and actions to the PM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Ash plays Oak the Pikamander. Oak is a Timid Pokemon new to adventuring, and is scared of pretty much everything. But he has a fierce determination to become stronger, but immediately loses this focus when someone questions his powers. Lets say they are at a rest stop in a small town after completing an adventure.

The group is celebrating after this big win eating poffins and talking loud. The group remarks that Oak was super impressive launching his new Move and landing a strong hit on the target. A Group of Water Type mercenaries over here and Pipe up, 'yeah like that weakling can do anything, fragile Fire types.' Oak says, "Ash sits back down at the table and looks solemnly into his cup, muttering something under his breath before taking a small effortful sip."

In this example it shows that Oak's timid nature is still showing even after a huge victory just by a couple of random voices, and gives a clear idea of his character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

1. Describe your character's emotions and attitude
2. Focus on your character's intent and how others might perceive it.
3. Provide as much embellishment as you feel comfortable with.

Active Approach to Roleplaying

If descriptive roleplaying tells your PM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Ash roleplaying Oak above, here's how the scene might play out if Ash used active roleplaying:

Speaking as Ash, Oak says in a small quiet voice, almost like a whisper, "I know I'm not strong yet like my brother, but I will take you down instantly, even at a type disadvantage." In his normal voice, Oak then adds, "I say this as I sit back down at the table before taking an effortful sip of my berry juice and eyeing the table back."

Results of Roleplaying

The PM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn rock type refuses anyone to badger her. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the PM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in Mystery Dungeon are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they feat, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud warrior or speak ill of a noble's allies, your efforts to convince or deceive will fall short.

Ability Checks

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude but there might still be an element of chance in the situation. For example, your DM can call for Physical Attack (Intimidation) or Special Attack check (Diplomacy) at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be

appropriate in certain situations, at your PM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into a castle, the dark type with a proficiency in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the Psychic type with proficiency in Diplomacy should do most of the talking.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest, time to sleep and eat, tend to wounds, refresh their minds and spirits, and brace themselves for further adventure.

Adventurers can take a short rest in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's Maximum number of Hit Dice, which is equal to the character's level. For each Hit Dice spent in this way, the player rolls the die and adds the character's Health modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Dice after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Additionally any Stat Boosts or Stat Drops the players have suffered during his or her time between rests.

Additionally the player will regain PP for some Moves. The Player will restore 1 PP to all moves that are below the LEvel of the Highest Move Possible. For example if a Level 9 Pokemon is taking a short rest, it can restore PP to Level 1 Level 2 Moves, and Level 3 Moves, but not Level 4, since that is the highest Level Move the player knows.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity, at least 1 hour of walking, fighting, or similar adventuring activity, the character must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, from Short Rests.

Additionally the user will cure itself from any Status Conditions it is

currently afflicted with, along with any Stat Drops, and Stat Boosts.

Along with this, the Players will regain all PP to their moves, and regain any uses of their Abilities that have limited uses per day.

A character cannot benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of a rest to gain benefits.

Chapter 7: Combat

Now that all of the information for Playable Pokemon is out of the way, it is time to get down to the brass and tacks on the combat system. Normally in Pokemon both players will choose an action in their turn. This could be using an item in their bag, swapping to a different Pokemon, or, the must used function, choosing a move to use. After both Players choose an action then the combat round will start. The Pokemon with the higher Speed, or if a Pokemon used a Priority Move, will happen first.

Instead this will be using the Initiative System of other tabletops, but with the distinction that initiative can change every round due the unique interaction Speed Boosts and Drops interact with

The Order Of Combat

A typical combat encounter is a clash between two sides, a flurry of fists, headbashes, elemental blasts, and chaos. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Surprise

A band of Pokemon sneaks up on a rogue camp, springing from the trees to attack them. A Golem burrows through the ground and appears, unnoticed by the Pokemon until it Self-Destructs, shattering the cave entrance. In these situations, one side of the battle gains the surprise over the other. The PM determines who might be surprised. IF neither side tries to be stealthy, they automatically notice each other. Otherwise the DM compares the Speed (Stealth) checks of anyone hiding with the Special Defense (Perception) score of each Pokemon on the opposing side. Any Pokemon that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move, considered Flinched, on your first turn of combat, and you can't take a reaction until the turn ends. A member of your group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Speed check to determine their place in the initiative order. The PM makes separate rolls for each Pokemon, so each member of the group acts on their own accord.

The PM ranks the combatants in order from the one with the highest Speed Check total to the one with the

lowest. This is the order (called the initiative order) in which they act during each round. The initiative order can change from round to round due to Abilities or Moves that increase or decrease the Speed Stat, via Boosts and Drops.

If a tie occurs the PM decides the order among tied PM-controlled Pokemon, and the players decide the other among their tied Pokemon. The PM can decide the other if the tie is between an enemy Pokemon and a player Pokemon. Optionally, the PM can have the tied characters and Pokemon each roll a d20 to determine the order, highest roll going first. Additionally, the PM could have the Initiative Bonus help decide the order, with the higher bonus going first.

Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your Speed, known as Movement, is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many type features and abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you cannot decide what to do on your turn, consider taking the Ready action, as described in "Actions in Combat."

Swift Actions

Various Type features, Moves and Abilities let you take an additional action on your turn called a swift action. The move Bullet Punch, for example, allows the player to use this move as a swift action. You can take a swift action only when a special ability, move, or other feature of the game states that you can do something as a swift action. You otherwise do not have a bonus action to take.

You can take only one swift action on your turn, so you must choose which swift action to use when you have more than one available.

You choose when to take a swift action during your turn, unless the swift action's timing is specified. And anything that deprives you of your ability to take actions also prevents you from taking a swift action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of your environment for free, during either your move or your action. For example, you could open a door during your move as you stride

toward a foe, or you could ready a consumable as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some items and other special objects always require an action to use, as stated in their descriptions.

The PM might require you to use an action for any of these activities when it needs special care, or when it presents an unusual obstacle. For instance, the PM could reasonably expect you to use an action to break a door down, or turn a crank to lower a drawbridge.

Reactions

Certain abilities, moves, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement and Position

In combat, Pokemon and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your Movement Speed. Movement Speed can increase by 5ft per each Speed Drop and Speed Boost. You can use as much or as little of your speed as you like on your turn, follow the rules here.

Your movement can include jumping, climbing, and swimming. These different moves of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your movement speed before and after your action. For example, if you have 30 feet, you can move 10 feet, take your action, and then move 20feet.

Moving between Attacks

If you take an action that includes more than one Move, you can break up your movement even further by moving between those attacks. For example, a Fighting Type who has access to a swift action move, who has 35 feet of Movement could move 10 feet, use Mach Punch, move 25 feet, and then use Brick Break.

Using Different Speeds

If you have more than one speed, such as Flying Types and Ground Types with a flying speed and burrow speed, you can switch between your speeds during your

move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a movement speed of 30 and a flying speed of 60 because of your Type, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases, the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain, with some Moves causing difficult terrain.

The space of another Pokemon, whether hostile or not, also counts as difficult terrain.

Moving Around Other Pokemon

You can move through a nonhostile Pokemon's space. In contrast, you can move through a hostile Pokemon's space only if the Pokemon is at least two sizes larger or smaller than you. Remember that another Pokemon's space is difficult terrain for you.

Whether a Pokemon is friend or an enemy, you cannot willingly end your move in its space.

If you leave a hostile Pokemon's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Pokemon Size

Each Pokemon takes up a different amount of space. The Size Categories table shows how much space a Pokemon of a particular size controls in combat. Objects sometimes use the same size categories.

Size Category Table

Tiny	2½ by 2½ ft.
Small	5 by 5ft.
Medium	5 by 5ft.
Large	10 by 10ft.
Huge	15 by 15ft.
Gargantuan	20 by 20ft. or larger

Space

A Pokemon's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium Pokemon isn't 5 feet wide for example, but it does control a space that wide. If a Medium Charizard stands in a 5 foot wide doorway, other Pokemon cannot get through unless the Charizard lets them.

A Pokemon's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of Pokemon that surrounds another

Pokemon. Assuming medium Pokemon, eight Pokemon can fit in a 5 foot radius around another.

Because larger Pokemon take up more space, fewer of them can surround a Pokemon. If five large Pokemon crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as

Squeezing into a Smaller Space

A Pokemon can squeeze through a space that is large enough for a Pokemon one size smaller than it. Thus, a large Pokemon can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a Pokemon must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Speed Saving Throws. Attack rolls against the Pokemon have advantage while it's in the smaller space.

Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your Type or Moves. Many Pokemon have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the PM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The Most common action to take in combat is the Attack action, whether you are brawling with your fists, sending our mini tsunamis, or full grown trees.

When this action, you make one melee or ranged attack. See "Making an Attack" section for the rules that govern attacks.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a movement speed of 30ft, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement does not provoke opportunity attacks for the rest of the turn.

Some Moves allow you to disengage with your attack action. This includes Baton Pass, Flip Turn, Shed Tail, Teleport, U-turn, and Volt Switch.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your turn, any attack rolls made against you have disadvantage if you can see the attacker, and you make Speed saving throws with advantage. You

lose this benefit if you are incapacitated, for example, Flinch.

Some Moves can be used that act similarly to the Dodge mechanic, such as Protection Moves. Or the use of Semi-Invulnerable Turn Moves. Like Dig, Fly and Dive.

Help

You can lend your aid to another Pokemon in the completion of a task. When you take the Help action, the Pokemon you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Some Moves such as Status Moves can be used on friendly Pokemon to help with these events.

Hide

When you take the Hide action, you can make a Speed (Stealth) check in an attempt to hide, following the rules in chapter 6 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the Pokemon burrows I use Earthquake" and "If the Pokemon steps next to me, I use U-Turn."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. Some Moves can only be used as a Reaction. This could be using Sucker Punch if a Pokemon uses a Move in close distance to you.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the PM might have you make a Special Defense (Perception) check or a Special Attack (Investigation) check.

Use an Object

You normally interact with an object while doing something else. When an object requires your action for its use you can take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Making an Attack

Whether you're striking with your fists, or a Thunderbolt from the skies, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a Pokemon, an object or a location.
2. **Determine modifiers.** The PM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, Moves, Items, Abilities and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack**. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you are doing counts as an attack, the rule is simple: if you are making an attack roll, you are making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the move hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Evasiveness (PEV or SEV), the attack hits. The EV of a character is determined at Pokemon creation.

EV can increase or decrease depending on Moves, Abilities and Items.

Modifiers to the Roll

When a Pokemon makes an attack roll, the two most common modifiers to roll are an ability modifier and the Pokemon's proficiency modifier. This is known as Accuracy.

Ability Modifier. The Ability modifier used for Physical Moves is Physical Attack, and the ability modifier for Special Moves is Special Attack.

Proficiency Bonus. You add your proficiency bonus to Attack rolls of Moves that share the same type as the user. For Example if a Level 1 Fire Type uses Ember, it gains its proficiency bonus, while a Level 1 Fire Type that uses Tackle, does not gain the proficiency bonus.

Rolling 1 or 20

Sometimes fate blesses or curses a Pokemon, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is 20, the attack hits regardless of any modifiers or the target's EV. In addition, the attack is a critical hit, as explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's EV.

Unseen Attackers and Targets

Pokemon often try to escape their foes' notice by hiding, blending in type relevant terrain, or lurking in darkness.

When you attack a target that you cannot see, you have disadvantage on the attack roll. This is true whether you are

guessing the target's location or you are targeting a creature you can hear but not see. If the target is not in the location you targeted, you automatically miss, but the PM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a Pokemon cannot see you, you have advantage on attack rolls against it.

If you are hidden, both unseen and unheard, when you make an attack, you give away your location when the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you throw rocks, shoot fire, or otherwise send projectiles to strike a foe at a distance. A Pokemon might shoot spines from its tail. Many Moves also involve making a ranged attack, with most being Special Moves.

Range Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a Move you have disadvantage on the attack roll if you are within 5 feet of a hostile Pokemon who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-claw combat, a melee attack allows you to attack a foe within your reach. Most Moves are listed with Touch in this instance. A typical Pokemon makes a melee attack when it strikes with its claws, horns, teeth, tentacles or other body part. With most being Physical Moves.

Most Pokemon have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions

When you run out of PP, you can fight in melee by making an attack roll and using the Move Struggle.

Opportunity Attacks

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you can use your reaction to make one melee attack against the provoking Pokemon. The attack interrupts the provoking Pokemons movement, occurring right before the Pokemon leaves your reach.

You can avoid an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without your movement, action or reaction. For example, you do not provoke an opportunity attack if an

explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Damage and Healing

Injury and the risk of death are constant companions of those who explore the worlds of Mystery Dungeon. The thrust of horns, a crack of thunder, or a blast of flame from a Fire Type all have the potential to damage, or even faint, the hardiest of Pokemon.

Melee Attacks

Hit points represent a combination of physical and mental durability, the will to live and luck. Pokemon with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A Pokemon's current hit points (usually just called his points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage and receives healing.

Whenever a Pokemon takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a Pokemon's capabilities until the Pokemon drops to 0 hit points.

Damage Rolls

Each Move and harmful ability specifies the damage it deals. You roll the damage die or dice, add modifiers, and apply the damage to your target. Abilities and Stat Boosts, Stat Drops, Items, can grant bonus damage.

When attacking with a Physical Move, you add your Physical Attack Modifier, the same number used for the attack roll, and apply the damage to the target.

When attacking with a Special Move, you add your Special Attack Modifier, the same number used for the attack roll, and apply the damage to the target.

Moves without an attack roll, and require a Speed Save for half do not apply the appropriate modifier to the damage roll.

Additionally if the Move is a Type that Matches the player's type, the player can add the roll of STAB (Same Type Attack Bonus) to the roll. An Ability called Adaptability doubles the die rolled.

Critical Hits

When you score a critical hit, you get to roll extra dice for the Move's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example if you score a critical hit with Ember, roll 2d6 for the damage rather than 1d6, then add your SPA modifier. If the attack involves other damage dice such as STAB, you roll those dice twice as well.

There is an Ability known as Sniper that changes this, so that an Ember would instead deal 3d6 on crit.

Damage Types

Each Move has a Type which causes it to deal different types of damage, with various degrees of effectiveness. Damage types can change via different abilities, for example, Galvanize turning normal moves into Electric Moves.

The Damage Types follow, with examples to help a PM assign a damage type to a new effect, or to describe unknown moves to the players. The List Below is what the Type is Effective Against.

Fire. Breathing fire, and conjuring flames.
Super Effective: Bug, Grass, Ice Steel,
Not Very Effective: Rock, Fire, Water, Dragon

Water. Manipulating water, and conjuring liquid.
Super Effective: Ground, Rock, Fire
Not Very Effective: Water, Grass, Dragon

Grass. Manipulating plants, and conjuring forests.
Super Effective: Ground, Rock, Water
Not Very Effective: Flying, Poison, Bug, Fire, Grass, Dragon, Steel

Electric. Controlling lightning, and conjuring storms.
Super Effective: Flying, Water
Not Very Effective: Grass, Electric, Dragon

Psychic. Mental abilities, telekinetic events.
Super Effective: Fighting, Poison
Not Very Effective: Psychic, Steel

Fighting. Martial prowess, blunt force attacks.
Super Effective: Normal, Rock, Ice, Steel, Dark
Not Very Effective: Flying, Poison, Bug, Psychic, Fairy

Flying. Air supremacy, and wind control.
Super Effective: Fighting, Bug, Grass
Not Very Effective: Rock, Electric, Steel

Ground. Sandy, yet gravely, rock if it was fluid like water.
Super Effective: Poison, Rock, Fire, Electric, Steel
Not Very Effective: Bug, Grass

Rock. Hard condensed material, solid and sturdy material.
Super Effective: Flying, Bug, Fire, Ice
Not Very Effective: Fighting, Ground, Steel

Poison. Venomous stings and toxic gas.
Super Effective: Grass, Fairy
Not Very Effective: Poison, Ground, Rock, Ghost

Ice. infernal chill radiating from a frigid body.
Super Effective: Flying, Ground, Grass, Dragon
Not Very Effective: Water, Ice, Steel, Fire

Bug. Insects
Super Effective: Grass, Psychic, Dark
Not Very Effective: Fighting, Flying, Poison, Ghost, Steel, Fire, Fairy

Ghost. Supernatural forces from the beyond
Super Effective: Ghost, Psychic
Not Very Effective: Dark

Dragon. Intense, and menacing lizard like.
Super Effective: Dragon

Not Very Effective: Steel

Steel. Solid almost impenetrable armor.

Super Effective: Rock, Ice, Fairy

Not Very Effective: Steel, Fire, Water, Electric

Dark. The shadows of the night.

Super Effective: Ghost, Psychic

Not Very Effective: Fighting, Dark, Fairy

Fairy. Mystical powers of fairy tales.

Super Effective: Fighting, Dragon, Dark

Not Very Effective: Poison, Steel, Fire

Normal. Very basic attacks and attributes.

Super Effective: N/A

Not Very Effective: Rock, Steel

Shadow. The unknown.

Super Effective: All Types

Not Very Effective: N/A

Damage Resistance and Vulnerability

Some Pokemon and objects are exceedingly difficult or unusually easy to hurt with certain types of Damage.

If a Pokemon or an object has a resistance to a damage type, damage of that type is halved against it. If a Pokemon or object is vulnerable to a damage type, damage of that type is increased by 50%.

If a Fire Type is hit with Ember, the move would deal 50% less damage, but if it was hit with Water Gun, it would deal 50% more damage.

Healing

Unless it results in fainting, damage is not permanent. Even fainting is reversible through Powerful items and Moves. Rest can restore a creature's hit points (as explained in chapter 6) and Moves such as Slack Off, Abilities such as Regenerator, and items like an Oran berry.

When a Pokemon receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit points maximum, so any hit points regained in excess of this number are lost. For example, the player eats an oran berry for 8 points of healing. If the player has 10 current hit points, and has a maximum of 16, the player regains 6 hit points from the berry, not 8.

A Pokemon that has fainted can't regain hit points until moves like Revival Blessing, items like Revival Herb, and the extremely rare item Revive.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either faint outright or fall unconscious, as explained in the following sections.

Instant Faint

Massive Damage can kill you instantly. When a damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a Pokemon with a maximum hit points of 16 currently has 4

hit points. If they take 20 points of damage from an attack, they are reduced to 0 hit points, but the 16 damage remains. Because the remaining damage equals their hit point maximum, the Pokemon dies.

Falling Unconscious

If damage reduces you to 0 hit points, and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Faint Saving Throws

Whenever you start your turn with 0 hit points, you must make a unique saving throw, called a faint saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one is not tied to any ability score. You are in the hands of fate now, aided only by Moves and Abilities that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures do not need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on a d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Pokemon

The best way to save a Pokemon with 0 Hit points is to heal it. If healing is unavailable, the Pokemon can at least be stabilized so that it is not killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious Pokemon and attempt to stabilize it, which requires a Successful DC 15 SPD or PHD check.

A stable Pokemon does not make death saving throws, even though it has 0 hit points, but it does remain unconscious. The Pokemon stops being stable, and must start making faint saving throws again, if it takes any damage. A stable Pokemon that is not healed regains 1 hit point after 1d4 hours.

Monsters and Faintings

Most DMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the PM might have them fall unconscious and follow the same rules as playable characters.

Knocking a Pokemon Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a Pokemon to 0 hit points with a Physical Move, the attacker can knock the Pokemon out. The attacker can make this choice the instant the damage is dealt. The Pokemon falls unconscious and is stable.

Chapter 8: Mythos and Location

Spiritualism is an important part of life in the world of Mystery Dungeon. When gods walked the world, Pokemon channeled divine power, evil cults performed dark rituals in subterranean lairs, and shining Pseudos appeared as false gods. It's hard to be ambivalent about the deities and deny their existence.

Many Pokemon in the worlds of Mystery Dungeon worship different gods at different times and circumstances. People in Johto, for example, might pray to Ho-Oh for good fortune throughout the day, and to Lugia for safe passage along the sea. Many Pokemon have a favorite among the gods, one whose ideals and teachings they make their own. And a few Pokemon dedicate themselves entirely to a single god, usually serving as a pastor or champion of that god's ideals.

Your PM determines which gods, if any, are worshiped in his or her campaign. From among the gods available, you can choose a single deity for your character to serve, worship, or pay lip service to. Or you can pick a few that your character prays to most often. Or just make a mental note of the gods who are revered in your PM's campaign so you can invoke their names when appropriate.

The Mythical Pokemon of Mystery Dungeon that players pray to do not have an immediate impact on that player, but repeated offerings can be used to enact a connection if needed in the PM's Campaign.

Mythological Pokemon

These Pokemon are revered as the ancient deities of their time. Pokemon have not seen these Pokemon in eons. Some even believe that these Pokemon have never actually been seen and are lies to the common Pokemon of the realm.

Kanto

Articuno:
Ice/Flying - Being of Winter
According to legend, it appears before doomed travelers lost in icy regions.

Zapdos:
Electric/Flying - Being of Lightning
Zapdos is said to be a divine bird that presides over the heavens, spending millennia among thunderclouds, before descending with lightning bolts.

Moltres:
Fire/Flying - Being of Spring
It is said it migrates from the south with the coming spring, and is said to bring an early springtime to cold lands.

Mewtwo:
Psychic - Being of Battle
Mewtwo is said to have the most savage heart among Pokemon, lacking compassion and striking fear into its enemy with cold, glowing eyes.

Mew:
Psychic - Being of Heritage/Ancestors
It is said to have the DNA of every single Pokemon contained within its body.

Johto

Raikou:

Electric - Being of Thunder

Three unnamed Pokemon perished in a fire, however the Legendary Pokemon Ho-Oh granted the trio new life, one of those being Raikou, which represents the lightning that struck the tower.

Entei:

Fire - Being of Volcanos

Three unnamed Pokemon perished in a fire, however the Legendary Pokemon Ho-Oh granted the trio new life, one of those being Entei, which represents the fire that struck the tower.

Suicune:

Water - Being of Auroras

Three unnamed Pokemon perished in a fire, however the Legendary Pokemon Ho-Oh granted the trio new life, one of those being Suicune, which represents the rain that put out the fire on the tower.

Lugia:

Psychic/Flying - Being of the Seas

It is said that a light flutter of its wings is capable of causing winds powerful enough to tear islands apart.

Ho-Oh:

Fire/Flying - Being of Fortune

Pokemon that say they bear witness to Ho-Oh are promised eternal Happiness, via rainbows it leaves as it travels the skies.

Celebi:

Grass - Being of Forests

Celebi is known in legends as the “ Voice of the Forest.” It is said that it can travel through time and exist simultaneously through time, and plant life flourishes wherever it has been.

Hoenn

Regirock:

Rock - Being of Rock

According to Legend, Regirock was created by the Legendary Pokemon Regigigas using rocks. It used to be worshiped by Pokemon, however at some point, ancient Pokemon started fearing its power and sealed it away. When it gets damaged in battle, it will search for new rocks to repair itself. Because of this, the rocks it is made of come from several different places around the world.

Regice:

Rock - Being of Glaciers

According to Legend, Regirock was created by the Legendary Pokemon Regigigas using ice from the ice age. It used to be worshiped by Pokemon, however at some point, ancient Pokemon started fearing its power and sealed it away. It cloaks itself in air that is way below sub zero and anything near it will become frozen solid.

Registeel:

Steel - Being of Iron

According to Legend, Regirock was created by the Legendary Pokemon Regigigas using magma. It used to be worshiped by Pokemon, however at some point, ancient Pokemon started fearing its power and sealed it away. It is said its

body is hollow and made of material harder than any other known metal found in the world.

Latias:

Dragon/Psychic - Goddess of Family

It is said to roam the lands with her brother Latios. Not much is known from the legends except small glimpses before it disappears into the night.

Latios:

Dragon/Psychic - God of Family

It is said to roam the lands with his sister Latias. Not much is known from the legends except small glimpses before it disappears into the night.

Kyogre:

Water - Being of the Oceans

Kyogre is believed to be the personification of the sea itself, and is described in legends and myths as the "make of oceans" who created the world's oceans and expanded them by generating heavy tidal waves. In olden times, it encountered Groudon and for years the two engaged in a cataclysmic battle until Rayquaza intervened.

Groudon:

Ground - Being of the Continents

Groudon is believed to be the personification of the land itself, and is described in legends and myths as a "make of lands" who created the world's continents and expanded the landmasses by generating magma foundations. In olden times, it encountered Kyogre and for years the two engaged in a cataclysmic battle until Rayquaza intervened.

Rayquaza:

Dragon/Flying - Being of the Skies

Rayquaza is said to be an equal to Groudon and Kyogre. Befitting its righteous nature, several millennia ago, it halted their clashes and forced them back into slumber, and sealed them away. It is said it now lives high in the sky above the clouds, waiting for the return of Groudon and Kyogre.

Jirachi:

Steel/Psychic - Being of Wishes

It is said that Jirachi hibernates for a thousand years and awakes for seven days, before its slumber begins again. It will grant whomever is there upon her awakening 3 wishes, before slumbering again.

Deoxys:

Psychic- Being of Evolution

It is said that it is the result of a mutation of a Pokemon after being exposed to an intense ray of light. This Pokemon is said to have multiple forms, always evolving.

Sinnoh

Uxie:

Psychic - Being of Knowledge

Uxie always has its eyes closed, as it can wipe out the memory of those who see them. It is both feared and respected for its ability to erase the memories of people. It created all knowledge in the Pokemon universe and gave Pokemon the ability to adapt and learn as life goes on, leading to it being referred to as the "Being of Knowledge" in the past.

Mesprit:

Psychic - Being of Emotion

Mesprit's spirit can leave its body without dying and return to the body at will. Legends say that a Pokemon that touches it will have their emotions completely drained away. It is said it taught Pokemon the ability to feel sorrow, pain and joy, leading to it to be referred to as the " Being of Emotion" in the past.

Azelf:

Psychic - Being of Willpower

Azelf's spirit can leave its body without dying and return at will. In the past, it has been referred to as the "Being of Willpower" due to its role in giving Pokemon the determination to face challenges in life. It is highly feared due to it having the power to manipulate the will of Pokemon into its own puppets.

Dialga:

Steel/Dragon - Being of Time

Dialga has the power to control time: it can warp time by either speeding it up, slowing it down, reversing it, or stopping it altogether. It can also travel through time to visit the past, present, and future. It is said that time started moving when Dialga was born and will continue flowing as long as it heart beats.

Palkia:

Water/Dragon - Being of Space

Palkia has power over space: it warps space and travels to faraway places, as well as alternate dimensions and parallel timelines. It is said that the birth of Palkia was what caused the walls of the world to disappear, creating a sky that spans for infinity, and that space becomes more stable with every breath.

Heatran:

Fire/Steel - God of Lava

Heatran is believed to be the embodiment of the planet's boiling core. According to legends, Heatran is said to have been born from the boiling magma within the volcanic mountains of the planet long ago.

Regigigas:

Normal - Being of Craftsman

Regigigas is an extremely skilled craftsman. Long ago, it created five golems in its image and brought them to life. It used ice, rocks, magma, a cluster of electric energy, and crystalized dragon energy to create these golems. After it created the legendary giants, Regigigas pulled landmasses together and binded them with ropes to create the regions of the Pokemon World.

Giratina:

Ghost/Dragon - Being of Rebels

Giratina is highly aggressive and territorial, likely other reasons for its banishment by Arceus. Giratina has the power to tear holes in reality, sometimes even creating a space-time rift, being so big and powerful that it can throw Dialga and Palkia into a frenzy. It is said it now observes the real world silently in its home dimension.

Cresselia:

Psychic - Being of Joyful Dreams

Cresselia is said to represent the crescent moon. It leaves a line of light as it soars throughout the night sky. Those

who sleep holding Cresselia's feather are blessed with joyful dreams.

Darkrai:

Dark - Being of Bad Dreams/Shadows

It's known to lull people to sleep and make them experience horrible nightmares. It has been said that it appeared in an entire nation's dreams one night, causing terrible nightmares.

Manaphy:

Water - Being of Seafaring

Manaphy are said to travel long distances across the seas, giving safe passage for Pokemon along their routes. It is said that it travels with packs of Phiones while guiding travelers. It is known as the "Prince of the Sea"

Phione:

Water - Being of Sea Drifting

Phione are said to travel in small groups with a single Manaphy. Wherever it may drift to, it will always bring itself back to its place of origin, helping drifters at sea travel back to their place of origin.

Shaymin:

Grass|Grass/Flying - Being of Gratitude

Shaymin are said that it can instantly purify any polluted area of all impurities in the air and transform it into a lush field of flowers. Each season, Shaymin gather with others in a flower field somewhere and migrate, leaving a path of fresh flowers in their wake.

Arceus:

Normal|All - Being of Creation

According to legends, a single Pokemon egg emerged from the vortex of complete chaos and nothingness predating the Pokemon Universe. It is said it created the eggs of Dialga, Palkia, Giratina, Uxie, Azeld and Mesprit to create the Pokemon World. It is the oldest Pokemon in existence, as such it is referred to as "Original One" in folklore.

Unova

Cobalion:

Steel/Fighting - Being of Justice

Cobalion is said to have a heart of steel. According to legend, Cobalion, alongside others Swords of Justice, has challenged humans in order to protect other Pokemon from losing their homes to humanity's expansion. Its glare can make even unruly Pokemon obey it.

Terrakion:

Rock/Fighting - Being of Justice

According to legend, Terrakion, alongside others Swords of Justice, has challenged humans in order to protect other Pokemon from losing their homes to humanity's expansion. It is said to possess phenomenal strength and can destroy a castle wall with a single blow. Should a small Pokemon be bullied by anyone or anything, Terrakion will crush them..

Virizion:

Grass/Fighting - Being of Justice

According to legend, Virizion, alongside others Swords of Justice, has challenged humans in order to protect other Pokemon from losing their homes to humanity's expansion. During the battle, Virizion used its speed to shield the other Pokemon from sparks and embers.

Tornadus:

Flying - God of Blizzards

It can whip up frigid storms with its tail, which are strong enough to blow away settlements and season. Tornadus is feared and despised by Pokemon and farmers for the destruction it caused with its ferocious gales when unleashed. It is said they often come into conflict with Thundrurus. It is said it lives in the sky, usually around snowy areas.

Thundurus:

Electric/Flying - God of Thunder Storms

Thundurus tends to cause forest fires whenever it flies around shooting lightning. Thundurus's lightning bolts can enrich the soil of any ground it hits. Thundurus is known to be disliked and feared by Pokemon and farmers for its destructive rampages. It has a fierce rivalry with Tornadus, having fought each other since the beginning of time. It is said it lives in the sky, usually around the oceans.

Landorus:

Electric/Flying - God of Fields

Landorus is considered the "Guardian of the Fields", due to helping crops grow. Landorus can also stop and calm Tornadus and Thundurus whenever the two fight or cause destruction, cleaning up the mess in their wake. It is said it lives usually around islands surrounded by water.

Reshiram:

Dragon/Fire - Being of Truth

In legends, Reshiram and Zekrom were created from a single dragon Pokemon by twin heroes of Truth and Ideals when it split into two. Reshiram assists anyone who wants to create a world where the truth is valued, so it allied itself with the older brother, whereas Zekrom sided with the younger brother. The two Dragon Pokemon battled each other, but were equally matched and unable to achieve victory, so the brothers ceased their conflict, and agreed that neither of them were right. It is said it will transform into the light stone should its body get destroyed, and revert back to its original form when awakened by a hero who believes in truths.

Zekrom:

Dragon/Electric - Being of Ideals

In legends, Reshiram and Zekrom were created from a single dragon Pokemon by twin heroes of Truth and Ideals when it split into two. Reshiram assists anyone who wants to create a world where the truth is valued, so it allied itself with the older brother, whereas Zekrom sided with the younger brother. The two Dragon Pokemon battled each other, but were equally matched and unable to achieve victory, so the brothers ceased their conflict, and agreed that neither of them were right.It is said it will transform into the dark stone should its body get destroyed, and revert back to its original form when awakened by a hero who believes in ideals.

Kyurem:

Dragon/Ice - God of Balance

Kyurem is said to be an extraterrestrial Pokemon that crash

landed on the planet inside of an icy meteor. The legend describes Kyurem as a hostile Pokemon, due to the fact it supposedly devoured them if they were found outside of its cave during the night. However in another legend Kyurem was created by the leftovers of the single powerful dragon Pokemon commanded by the heroes of Truth and Ideals after it split up into Reshiram and Zekrom.

Victini:

Fire/Psychic - God of Victory

Victini is said to bring victory to the nation that befriends it. It produces an infinite amount of energy within itself that it can share with others by touch. It's stated that Pokemon who believed in the legends of Victini's power waged war to get their hands on it.

Keldeo:

Water/Fighting - Being of Justice

In the fire, the swords of Justice found Keldeo who was separated from its parents. They acted as its parents, and they taught it knowledge and techniques for survival. Keldeo eventually grew and even surpassed its mentors. Keldeo then left, and started crossing the world, protecting the weak.

Meloetta:

Normal/Psychic | Normal/Fighting - Being of Music/Arts

In its Aria Forme, Meleotta can sing beautiful songs. According to artists, Meloetta's beautiful music and dance inspired many works of art, music and songs. Meloetta's melody has a special vocalization method. Meloetta's melody can control the feelings of those who hear it. When there is sorrow in the world Meloetta transforms into its Pirouette and forgets how to sing and dance.

Genesect:

Bug/Steel - Being of No

There have been sightings of an unknown Pokemon looking high tech in appearance. This Pokemon is not a deity like others, but the rumors of its appearance scare others to not travel far from home if sighted.

Kalos

Xerneas:

Fairy - Being of Life

Xerneas is said to represent life and rebirth. It has the power to share eternal life using its horns, which shine in seven colors. Xerneas can use its life energy to create vast forests and restore life to them. It can infuse Pokemon with energy and vitality. When it exhausts too much life energy, it transforms into a tree and sleeps for 1,000 years.

Yveltal:

Dark/Flying - Being of Destruction

Yveltal is said to represent destruction and death. It has the power to absorb life energy by spreading its wings and tailfeathers; according to legend it does this in order to power up its own energy. Yveltal is known to appear during a conflict, draining the life energy of any Pokemon that it encounters. When there is no more life to absorb it transforms into a Cocoon and sleeps for 1,000 years.

Zygarde:

Dragon/Ground - Being of Order

Zygarde is the guardian of the world's ecosystem, and is responsible for monitoring it for abnormalities from caves. It stays within its caves using small cells from its body to monitor the ecosystem until it is in grave danger. Zygarde is able to transform into multiple forms. These cells have been said to have been seen by travelers, but the legend of Zygarde stays in folklore.

Diancie:

Rock/Fairy - Goddess of Evolution

It is said that Diancie is the evolution of carbink, even though this has not been told in history. It is said to be the creator of Mega Stones. Pokemon search for this Pokemon to be able to claim their own stone to reach even further evolution.

Hoopa:

Psychic/Ghost | Psychic/Dark - Being of Mischief

In the past, Hoopa's true power is said to have been sealed away in the Prison Bottle for the destruction it used to cause, reducing Hoopa to its smaller, Confined Form; opening the bottle grants Hoopa its true form once again. The rings of this Pokemon can open Hyperspace Holes, which warp space and allow it to transport items and Pokemon across dimensions.

Volcanion:

Fire/Water - Being of Building

This Pokemon has not been seen or sighted in thousands of years. It is said that it reshapes the earth using its boiling hot water to build new landscapes. It was known in the past as the "nation-building Pokemon" due to this ability. Not much else is known about this Pokemon.

Alola

Tapu Koko:

Electric/Fairy - Being of Melemele Island

This Pokemon is called the guardian deity of Melemele Island. It's known for protecting its home, but it is fickle and will not necessarily help Pokemon in need.

Tapu Lele:

Psychic/Fairy - Being of Akala Island

The Pokemon of Akala Island worship Tapu Lele as their guardian deity. It is known to scatter glowing scales, which affect others by stimulating and healing their bodies; however, these scales are also dangerous if too many are touched at once. An old legend recounts that Tapu Lele ended a war between Alola's islands by healing the tired warriors with its scales, but some accounts point to a more disturbing truth behind this story.

Tapu Koko:

Grass/Fairy - Being of Ula'ula island

The guardian of Ula'ula Island is able to command vegetation to grow and change the shape to its will. Despite its fearsome power, it is largely inactive, leading some to consider it a lazy Pokemon. It is merciless to those who offend it and it is said to have once repelled thieves from its ruins by swinging trees like clubs.

Tapu Fini:

Water/Fairy - Being of Poni Island

As the guardian of Poni Island, Tapu Fini can freely manipulate water and it gains energy from ocean currents. Tapu Fini is both respected and feared. The guardian unleashes a fog as a test for those who seek the special water it can create, which is said to cleanse anything unclean that it touches.

Cosmog:

Psychic - Being of Stars

In ancient times, it was known as “The child of the stars” by the Pokemon of Alola. It is said to be a creation by Solgaleo and Lunala.

Cosmoem:

Psychic - Being of Stars

Its body is warm to the touch. Cosmoem’s shell is said to be harder than any known material. In ancient times, it was known as the “cocoon of the stars” by the Pokemon of Alola.

Solgaleo:

Psychic/Steel - Being of Sun

Solgaleo was known as “the beast that devours the sun” in ancient times. It has long been honored as an emissary of the sun and radiates intense light that can make nighttime look like midday. It is said to be the male evolution of Cosmog. Solgaleo, similar to Lunala, is a being composed of light; due to that, it is constantly hunted down by Necrozma so it can devour its light to ease its nonstop pain and regain its original form.

Lunala:

Psychic/Ghost - Being of Moon

Lunala was known as “the beast that calls the moon” in ancient times. It has long been honored as an emissary of the moon. It constantly absorbs light and converts it into energy, and when it spreads its wings, it glitters like a crescent moon and resembles a vast and beautiful night sky. Its power is enough to shroud daylight in darkness. It is said to be the female evolution of Cosmog. Lunala, similar to Solgaleo, is a being composed of light; due to that, it is constantly being hunted down by Necrozma so it can devour its light to ease its nonstop pain and regain its original form.

Necrozma:

Psychic - Being of Light Stealer

It once had power to give light in its original form, but lost it after being heavily injured by Pokemon in the past, who attempted to steal its light. Necrozma displays extremely violent behavior due to constant, maddening pain it suffers in its incomplete state. Desperate for the light it requires to sustain itself and regain its original form, it absorbs light from other beings and places to stay active, leading it to be feared as a”Pillager of light” in ancient times.

Magearna:

Steel/Fairy - Being of Essence

Magearna is said to have been created almost 1000 years ago by scientists of the past. Its body is actually nothing more than a vessel to its real self: the Soul held inside its chest. It is said to be the souls of the damned, with the body being an artificial cage for the real soul behind the hunk of metal.

Marshadow:

Fighting/Ghost - Being of Essence

Marshadow is a cautious Pokemon that sinks into the shadows to ensure it is not noticed. While hiding in the shadows of others, it can understand their feelings and even copy their abilities. Through mimicry, it will eventually become more powerful than those it imitates.

Zeraora:

Electric - Being of Thunderclap

It is said that Zerora was supposedly born from an explosion caused by a bolt of lightning striking an erupting volcano. Through the strong electric currents emitted from its paw pads, Zeraora can create a very powerful magnetic field that it can use to levitate and move at high speeds.

Melmetal:

Steel - Being of Metal

It is said to live in a secluded area deep within a wooded land that was full of sedimentary rocks rich with magnetite, and its shed metal was used by ancient Pokemon to create unique metal tools. The process of evolution has hardened its body, making it incredibly sturdy. However, it is still in a liquid state and has some flexibility. When it reaches the end of its life, it will rust and break down into small shards, from which new Meltan will be born. In ancient times, Melmetal was worshipped for its ability to create metal from nothing.

Galar___

Galarian Articuno:

Psychic/Flying - Being of Cruelty

It is known to not actually use its wings, but uses its psychic powers to keep itself levitating. Instead, the blades on its wings can be used to slive through iron as easily as paper. Its eyes can fire beams of psychic energy that leave its opponents stuck in place as if frozen solid. It is also said to have the ability to create mirages of itself in order to fool its opponent and escape.

Galarian Zapdos:

Fighting/Flying - Being of Battle

Belligerent by nature and ever thrusting for battle, Zapdos seeks out opponents stronger than itself so it could test its might. Its wings have atrophied to the point that it can barely fly, but its movements are so swift that they have been compared to lightning strikes. The Pokemon earned the name Zapdos due to the electric-like crackling sounds that come from its feathers rubbing together.

Galarian Moltres:

Psychic - Being of Malevolence

The sinister energy that blazes from within its body is so oppressive that most Pokemon can't even approach it. Moltres spreads its wings wide to unleash its energy in a powerful aura that attacks the minds of its foes, inflicting deep fatigue as it burns away their energy from within. The aura has the power to consume the spirit of its victims, reducing them to burn-our shadows of themselves.

Zacian:

Fairy/Steel - Being of Warrior

Zacian is believed to be either the elder sister or rival of Zamazenta. In the

past, it was feared and respected by the Pokemon of Galar, 3000 years ago, it cooperated with Zamazenta to save the region from an unknown entity, Together they defeated the giant Pokemon and forced it back into slumber, which also caused pieces of its body to imbued with it power to rain down throughout Galar. It is said that it also turns into a statue and slumber for eons alongside Zamazenta. Additionally I can cast illusions, including a projection of itself, even while dormant.

Zamazenta:

Psychic - Being of Warrior

Zamazenta is believed to be either the younger brother or rival of Zamazenta. In the past, it was feared and respected by the Pokemon of Galar, 3000 years ago, it cooperated with Zacian to save the region from an unknown entity, Together they defeated the giant Pokemon and forced it back into slumber, which also caused pieces of its body to imbued with it power to rain down throughout Galar. It is said that it also turns into a statue and slumber for eons alongside Zacian. Additionally I can cast illusions, including a projection of itself, even while dormant.

Eternatus:

Poison/Dragon - Being of Essence

It is said that Eternatus is an extraterrestrial Pokemon that came to the Pokemon world inside an asteroid around 20,000 years ago. When it awakened, its core needed to absorb the Galar particles by absorbing stone energy in massive amounts. When it absorbs these particles, it can project them into massive blasts fired directly from its center, which cause cataclysmic damage. It was defeated by Zacian and Zamazenta.

Regieleki:

Electric - Being of Electricity

According to legend, Regeileki was created by Regigigas using pure electric energy. It used to be worshiped by Pokemon, however, at some point, ancient Pokemon started fearing its power and sealed it away. There are said to be blue rings placed on the Pokemon, that cannot conduct electricity, and were placed there by ancient Pokemon who were tormented by it, in order to restrain its powers.

Regidrago:

Steel/Fairy - Being of Dragons

According to legend, Regidrago was created by Regigigas utilizing crystalized dragon energy. It used to be worshiped by Pokemon, however, at some point ancient Pokemon started fearing its power and sealed it away. It is said that Regigigas ran out of crystals after building Regidrago's head and it was sealed away by ancient Pokemon, who feared the destruction it would cause should it ever be completed

Glastier:

Ice - Being of Tundra

Gastrier possesses incredible physical strength and extraordinary destructive power. It is noted to be an aggressive Pokemon that forcefully takes anything it wants. It generates extremely cold air within its body and emits it from

its nose and hooves. While it cannot move fast, it can freeze the ground to allow it to slide across the ice in a flash.

Spectier:

Ghost - Being of Afterlife

Spectrier desires isolation and silence, it tends to be active during the night where its energy is heightened. Its nocturnal habits resulted in it having weak eyesight, but its other four senses are keenly sharpened; this allows it to have an accurate sense of the terrain and location of living things. It feeds on the ambient life-force it steals from others and will attack anyone who would try to disturb it.

Calyrex:

Grass/Psychic - Being of Harvests

Calyrex is said to have ruled all of Galar in ancient times as a merciful king. Despite its delicate and slight appearance, it can move with grace and dignity. Even in a weakened state it has the power to take control of a Pokemon's body. It is also able to see the past, present and future. Calyrex was known as the "King of Bountiful Harvests" by the inhabitants due to its role in bringing lush vegetation and harvests yearly.

Enamorus:

Fairy/Flying - Goddess of Love/Hate

Enamorus is known as the "Herald of Spring". Enamorus's love was said to have given rise to fresh life in Hisui. This usually signals the end of winter and the rise of the spring season as it does not like the cold. It can unleash mini hearty whirlwinds along with surrounding itself with a wind shield to protect itself from harm.

Paldea

Wo-Chien:

Grass/Dark - Being of Writing

Like the other treasures of ruin, Wo-Chien's true form is the row of wooden writing tablets forming its shell, having been given life by the grudges of the person punished for writing the evil deeds of a king on them long ago, while its body is a form it has constructed using its control over plant matter. Wo-Chien is able to drain the life force of vegetation around it, causing entire forests and fields to instantly become barren.

Chien-Pao:

Ice/Dark - Being of War

Like the other treasures of ruin, Chien-Pao's true form is that of the broken sword forming its fangs, having been given life by the hatred of people slain by those who wielded it long ago, while its body is a form it has constructed using its control over ice and snow. Chien-Pao is described as being able to control 100 tons of fallen snow, causing avalanches and playing around in them innocently.

Ting-Lu:

Ground/Dark - Being of Body

Like the other treasures of ruin, Ting-Lu's true form is that of the ritual vessel on its head, having been given life by the fear of humans from ancient times, while its body is a form it has constructed using its control over the earth. Thing-Lu is described as being able to create

fissures over 200 feet deep just by slowly putting its head on the ground.

Chi-Yu:

Fire/Dark - Being of Desire

Like the other treasures of ruin, Wo-Chien's true form is the beads forming its eyes, having been given life by the envy of those who desired them enough to start wars for them, while its body is a form it has constructed using its control over fire. Chi-Yu's flames burn 5400 degrees allowing it to melt rock and sand into lava that it can swim through.

Koraidon:

Fighting/Dragon - Being of Past

Koraidon is said to bear a resemblance to a modern-day Cyclizar, though it is far more ferocious and muscular. It was known as the Winged King in the past.

Miraidon:

Electric/Dragon - Being of Future

Miraidon is said to bear a resemblance to a modern day Cyclizar, though it has a more futuristic and robotic look. It was known as the Iron Serpent in the past.

Okidogi:

Poison/Fighting - Being of Kindness

It was known as the Loyal Three with Munkidori and Fezandipit, as the heroes of Kitakami. They are beloved by the Pokemon there as heroes who once protected the land from the "evil ogre", and stone statues bearing their likeness were made by the people as an expression of their gratitude right where the three had been buried. According to locals, worshipping Okidogi will grant kindness and help ensure things are 'okey-dokey'.

Munkidori:

Poison/Psychic - Being of Success

It was known as the Loyal Three with Okidogi and Fezandipit, as the heroes of Kitakami. They are beloved by the Pokemon there as heroes who once protected the land from the "evil ogre", and stone statues bearing their likeness were made by the people as an expression of their gratitude right where the three had been buried. According to locals, worshipping Munkidori ensures one is successful in life and that everything will be 'hunky-dory'

Fezandipiti:

Poison/Fighting - Being of Luck

It was known as the Loyal Three with Munkidori and Okidogi, as the heroes of Kitakami. They are beloved by the Pokemon there as heroes who once protected the land from the "evil ogre", and stone statues bearing their likeness were made by the people as an expression of their gratitude right where the three had been buried. According to locals, worshipping Fezandipiti leads to both good luck and serendipitous fortune.

Ogerpon:

Grass/Fire/Water/Rock - Being of Masks

It was known in the past as the enemy of the Loyal Three, as the Ogre. It has four masks it can change from, being the Teal Mask, Wellspring Mask, Hearthflame Mask, and Cornerstone Mask.

Terapagos:

Normal/All - Being of Worlds

It is known as the World turtle, being caught in seismic shifts of the planet eons ago. While it stayed below the crust of the world, surviving by crystalizing its own body and going into hibernation. While crystalizing the power it emitted granted the beings of this planet types and abilities based on their locations and surroundings.

Pecharunt:

Poison/Ghost - Toxic Chain

It is said to be the leader and controller of the Loyal Three, using its toxics to control others. It is said to make incredibly sweet treats that are able to draw out Pokemon's deepest desires and powers, but eating these treats will fall under Pecharunt's will.

Mystery Dungeon